Wishblade Create & Cut Software
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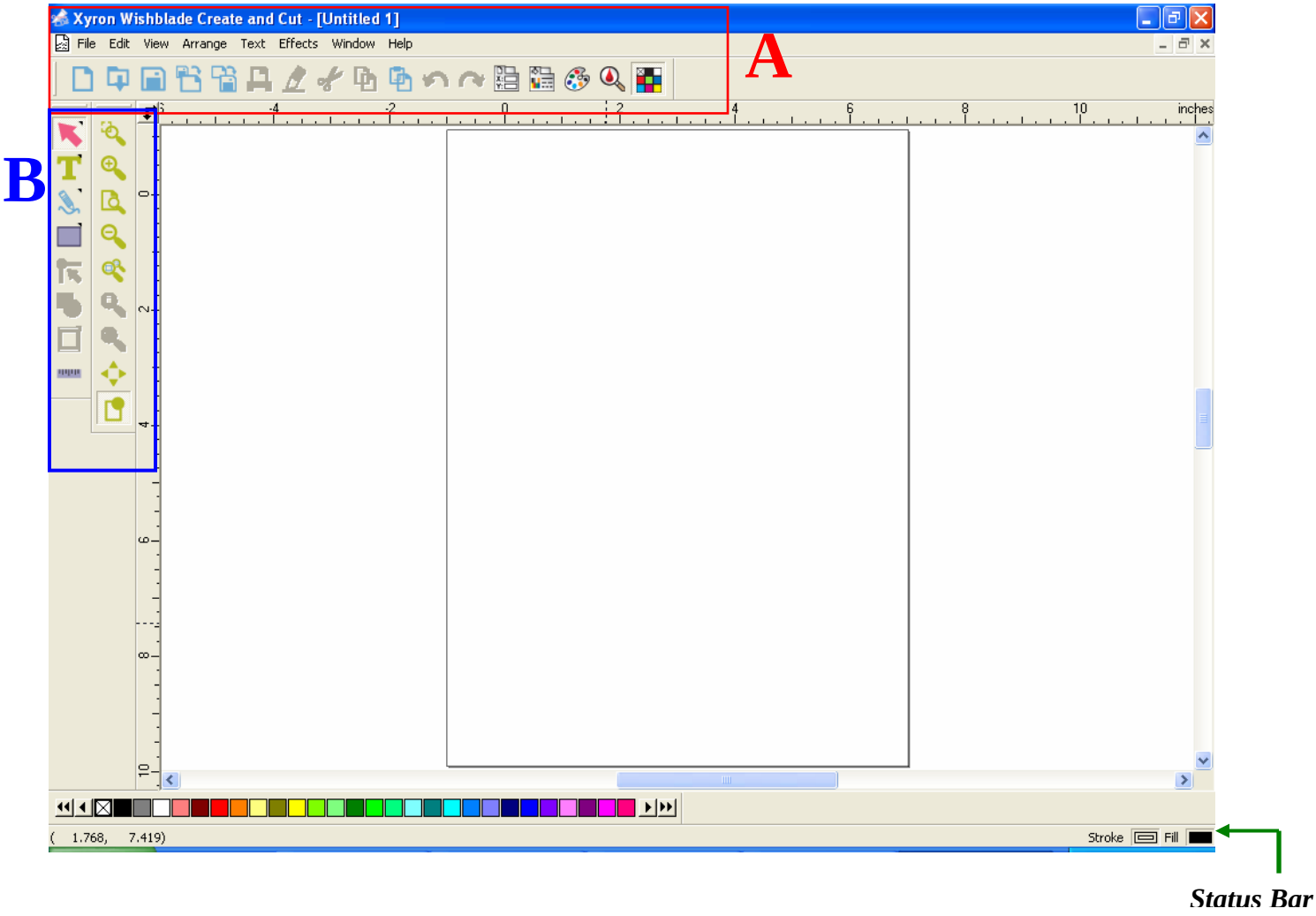
Getting Started

Basic Create and Cut Screen

The illustration below shows some of the basic elements of the Create and Cut screen. See the coordinating sections below for an explanation of each shortcut button.



Design Area and Canvas

The **Design Area** is the white space inside the software's screen. The **Canvas** is within the design area, and is contained by a border that serves as a guide and represents the size of your **media** (paper, vellum, cardstock, etc). The size of the canvas does not limit the size of your design or where the design is placed on your media when you cut or print it.

Status Bar

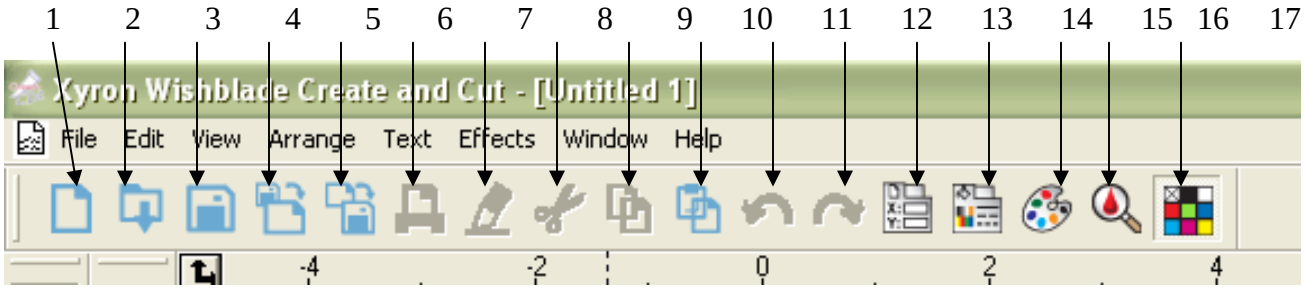
The Status bar is the area located on the bottom of your screen and displays the following information:

- The present X, Y coordinates of the cursor or additional information about the selected command
- The default fill and stroke colors or the foreground and background colors (when in bitmap editing mode).

Toolbars

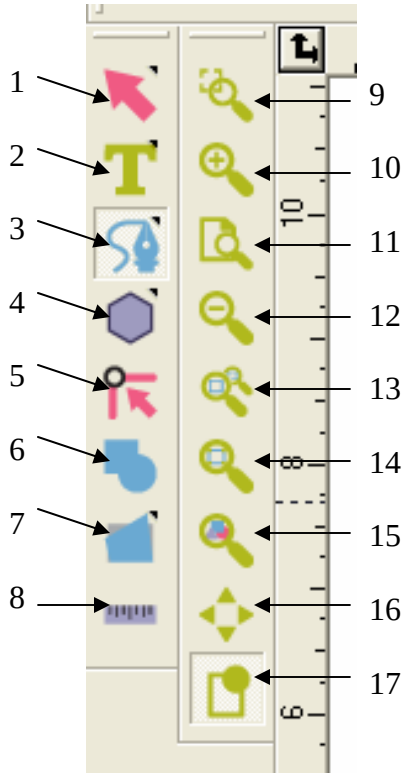
Toolbars are a set of commands grouped according to their functions.

A – Standard Toolbar


1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17
Xyron Wishblade Create and Cut - [Untitled 1]
File Edit View Arrange Text Effects Window Help
-4 -2 0 2 4

1. **New** (Ctrl + N) – Opens a new document.
2. **Open** (Ctrl + O) – Opens an existing document
3. **Save** (Ctrl + S) – Saves the current document
4. **Import** – Imports a saved document into the current workspace
5. **Export** – Exports the current document into a different program (for instance, you can save it as a .psd file and work with it in Photoshop)
6. **Print** (Ctrl + P) – Prints the current document
7. **Cut/Plot** (Ctrl + L) – Send the current document to the Wishblade for cutting (Note: the Production Manager screen will open upon clicking this button)
8. **Cut** (Ctrl + X) – Removes a highlighted selection
9. **Copy** (Ctrl + C) – Copies a highlighted selection
10. **Paste** (Ctrl + V) – Pastes a highlighted selection
11. **Undo** (Ctrl + Z) – Reverses the last action
12. **Redo** (Ctrl + Y) – Restores an undone action
13. **Design Central** (Ctrl + I) – Opens the Design Central window
14. **Fill/Stroke Editor** (I) – Opens the Fill/Stroke Editor window
15. **Color Mixer** (M) – Opens the Color Mixer window
16. **Color Specs** – Opens the Color Specs window
17. **Swatch Table** – Opens or Closes the Swatch Table (small blocks of color) at the bottom of the screen

B – Basic Sidebar



Main Palette

1. **Select Tool** (A) – Draws a selection border and control points around objects
2. **Text Tool** (T) – Allows type to be added
3. **Bezier Path Tool** (P) – Allows for the plotting of points to outline an object
4. **Polygon Tool** – Creates shapes
5. **Select Point Tool** (N) – Allows selection of one or multiple control points in a path for editing
6. **Weld** – Combines text, shapes, or both
7. **Distort** – Allows for bending and altering the selected image
8. **Measure Tool** – Shows the position of one point or the distance between two points

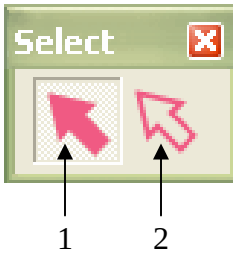
View Palette

9. **Zoom Tool** (Z) – Zooms in at twice the magnification of the current view. The point you click will become the center of the view
   - Hold Ctrl and click to zoom out to half the magnification of the current view**.**
   - Click and drag to magnify one particular portion of the design area.
10. **Zoom In Tool** (Ctrl + Num+) – Magnifies the center to twice the size of the current view.
11. **Zoom to Page** – Adjusts the view size to fit the design area size
12. **Zoom Out** (Ctrl + Num-) – Adjusts the center of the view to half the size of the current view
13. **Zoom to Previous** – Returns the view to the previous magnification
14. **Zoom to Selected** – Adjusts the view to fit the selected objects
15. **Zoom to All Objects** – Adjusts the view to include all objects on the page
16. **Pan View** – Allows dragging of the workspace
17. **Fill Mode** (Ctrl + F) – Fills objects with color; when deselected, objects are outlined

Additional palettes can be accessed by right clicking on the sidebar and selecting the desired palette.

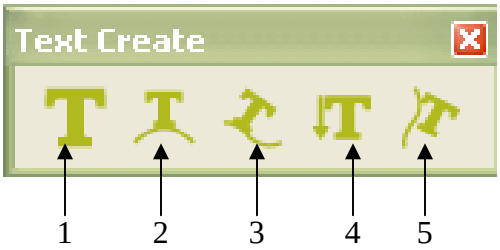
Additional Palettes

Select Palette



1. **Select Tool** (A) - Draws a selection border and control points around objects
2. **Select Within Tool** – Allows for selection of objects within an effect

Text Create Palette



1. **Text Tool** (T) - Allows type to be added
2. **Arc Text Tool** – Creates text along a circle or arc
3. **Path Text Tool** – Creates text along a path
4. **Vertical Text Tool** – Creates vertical text
5. **Vertical Path Text Tool** – Creates vertical text along a path

Path Create Palette

Bezier Path Tool (P) – Allows for the plotting of points to outline an object

Freehand Drawing Tool – Draws a path while holding down on the left mouse button

Shapes Palette

Rectangle Tool (R)

Oval Tool (O)

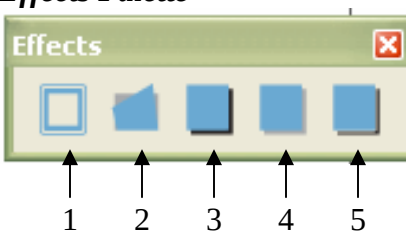
Polygon Tool (G)

Starburst Tool (S)

Fan Tool

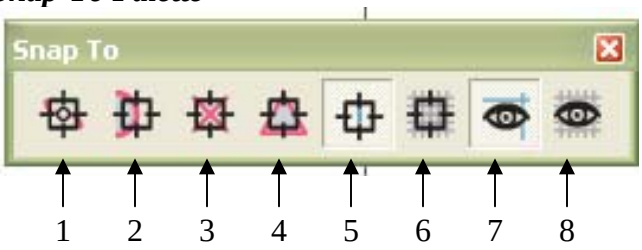
Arrow Tool

Effects Palette



1. **Outline** – Creates an outline around selected objects
2. **Distort** – Allows for bending and altering the selected image
3. **Shadow** – Creates a shadow effect behind selected objects
4. **Clear Effect** – Removes an effect
5. **Separate Effect** - Separates an effect from the original object

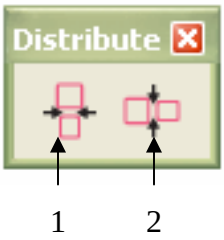
Snap-To Palette



Note: Although the Snap-To Palette is included within the Create & Cut Software, it was developed for experienced graphic artists who create logos and other press documents. It is not a helpful tool for crafters so you may just want to ignore this palette.

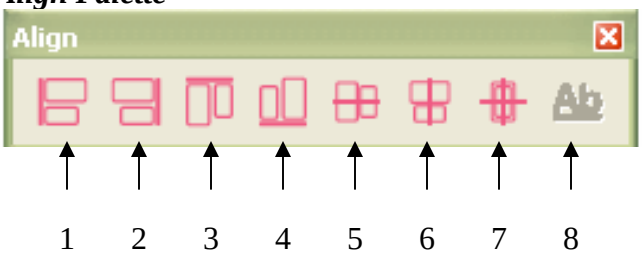
1. **Snap to Point**
2. **Snap to Edge**
3. **Snap to Intersection**
4. **Snap to Center of Gravity**
5. **Snap to Guide**
6. **Snap to Grid**
7. **Show Guides**
8. **Show Grid**

Distribute Palette



1. **Same Width** – Resizes selected objects to the same width
2. **Same Height** – Resizes selected objects to the same height

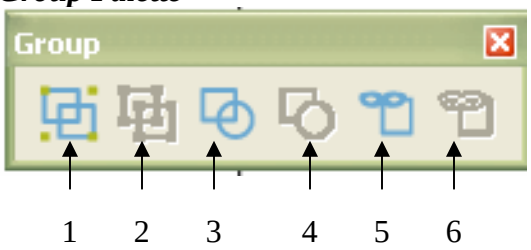
Align Palette



Aligns selected objects per the direction of the button:

1. **Left** (Ctrl + 4)
2. **Right** (Ctrl + 6)
3. **Top** (Ctrl + 8)
4. **Bottom** (Ctrl + 2)
5. **Horizontal Center** (Ctrl + 3)
6. **Vertical Center** (Ctrl + 7)
7. **Both Centers** (Ctrl + 5)
8. **Text Baselines** (Ctrl +0)

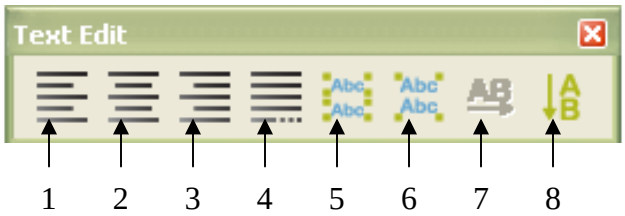
Group Palette



Allows you group multiple objects together and move or cut as one piece.

1. **Group** (Ctrl + G) – Combines several objects into one single set of objects
2. **Ungroup** (Ctrl + U) – Separates grouped objects into individual objects
3. **Compound** (Ctrl + M) – Allows for viewing of overlapping objects exactly as they will appear when cut
4. **Mask** – Clips objects, vectors or bitmaps to the shape of a vector object
5. **Unmask** – Disengages masked objects

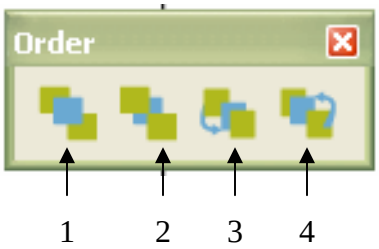
Text Edit Palette



This palette allows you to adjust your text by centering it, lining it up all to the left or right etc.

1. **Align Left** (Ctrl + Shift + L)
2. **Align Center** (Ctrl + Shift + C)
3. **Align Right** (Ctrl + Shift + R)
4. **Full Justify** (Ctrl + Shift + F)
5. **Break Apart** – Breaks text with multiple lines into individual lines of text
6. **Join Together** – Joins several lines of text together
7. **Horizontal Orientation** – Changes vertical text to a horizontal orientation
8. **Vertical Orientation** – Changes horizontal text to a vertical orientation

Order Palette



As you create or import files into your document, every object is given a position in the stacking order. The first object you create will be at the bottom of the stack. This order will be reflected when the objects overlap.

1. **To Front** (Shift + PgUp) – Moves selected object (s) to the top of the stack, in front of all other objects
2. **To Back** (Shift + PgDn) - Moves selected object (s) to the back of the stack, behind all other objects
3. **Forward One** (Ctrl + PgUp) – Moves the selection one position up in the stack
4. **Back One** (Ctrl + PgDn) – Moves the selection one position down in the stack

Toolbar Tricks and Tips

Showing or Hiding a Toolbar

1. From the View menu, select Toolbars.
2. Check or uncheck the toolbars that you want to show or hide.

OR (Windows only):

1. Right-click the area around the design area where the toolbars are docked.
2. In the menu, select or unselect the toolbar that you want to show or hide.
   -You can also hide a toolbar by clicking the Close button on the upper right side of the toolbar.

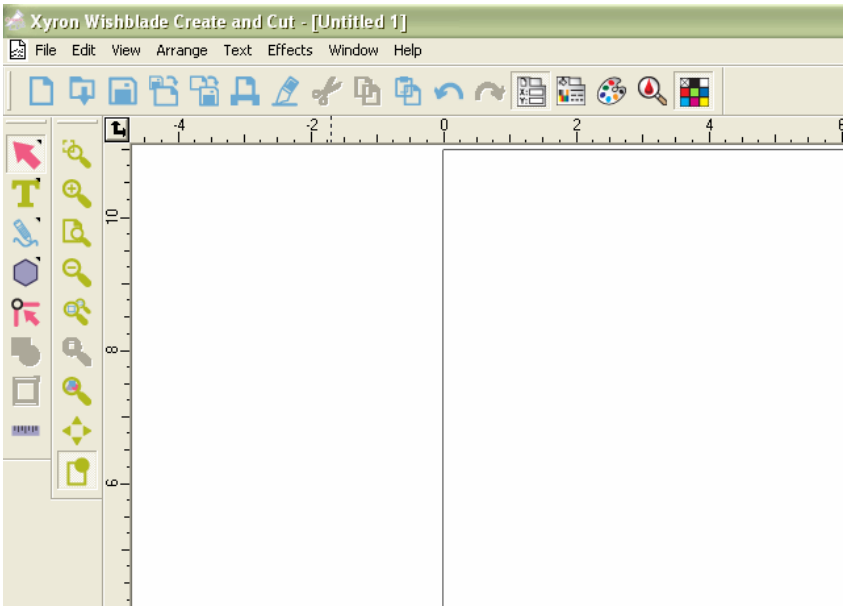
Tear-Off Palettes

When a button has a small triangle on the upper right corner, it is an indication that this button is part of a tear-off palette. You can either click once on the button and drag it slightly to display the full palette, or right-click on the side bar and choose the corresponding palette.

Docked and Floating Toolbars (Windows only)

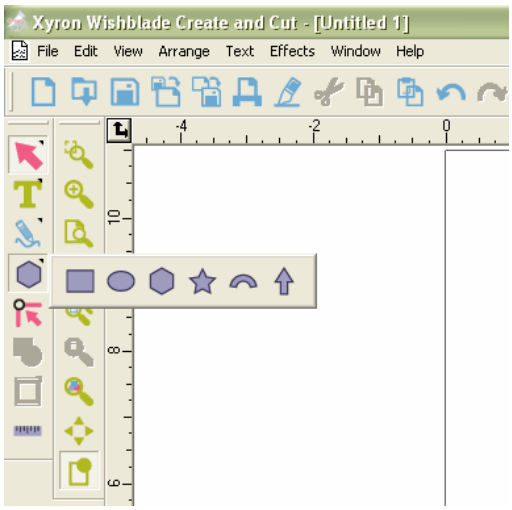
-Docked toolbars are placed at fixed positions around the design area.
-Floating toolbars can be placed anywhere in the design area.

Docked Toolbars:



To undock a toolbar:

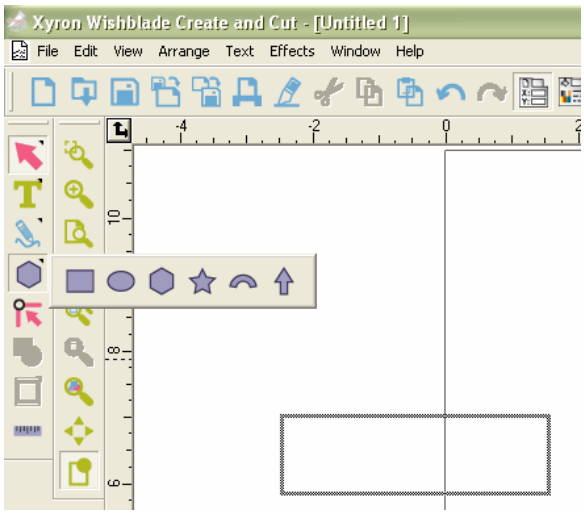
- Click on the small triangle on the upper right of the button:



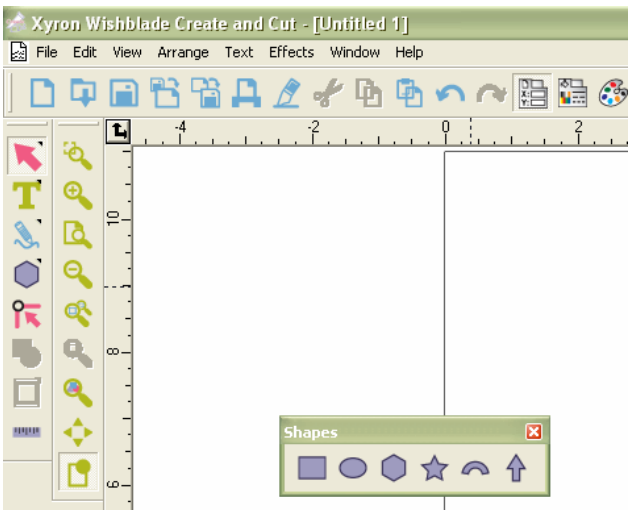
Undocked toolbar

OR

- While still pressing the mouse button, drag the toolbar across the screen to the desired position:



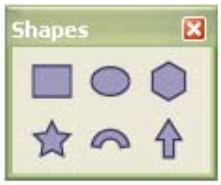
View while dragging the toolbar



Undocked, floating toolbar

Tip:

- You can adjust the shape of a floating toolbar by dragging its borders:



Using Design Central

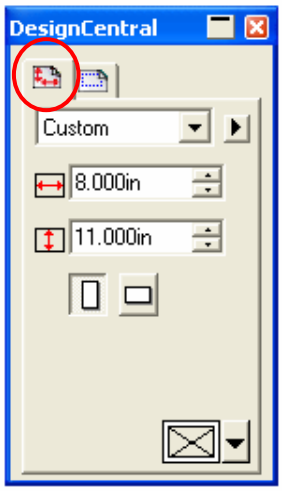
Design Central displays tabs and options for various objects and settings available in Create and Cut. For example, when a rectangle is selected, Design Central displays the width, height, corner style, and other properties.

To display Design Central, from the **View** menu, select **Design Central**, or click the Design Central icon on the Main Toolbar.

Design Central Tabs
Design Central consists of several tabs. The number of tabs and their content vary according to which objects are selected in the document.

You can select a tab by clicking on it in Design Central or by double-clicking the object in the design area. Each double-click will move to the next available tab.

Design Central – Document Tab
Use the Document tab to specify the size of the canvas and the background color. A number of standard document sizes are included. You can specify a custom drawing area size by entering new horizontal and vertical values.



Showing the Document tab
Do one of the following:

- Open Design Central and click an empty area in the canvas/document.
- From the File menu, select Document Setup.

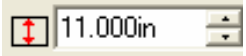
Adjust the following parameters:

Selects standard document sizes.

Opens additional options for document size

Add	Adds a new document size.
Delete	Deletes an existing document size.
Set as Default	Sets a default document size.
Show Border	Shows or hides the design area borders.

Width of Document/Canvas

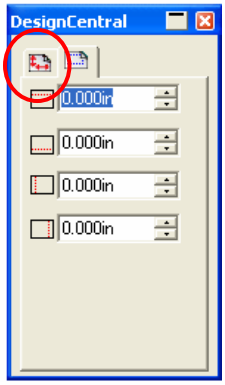


Height of Document/Canvas

Specifies Portrait or Landscape

Specifies the color of the background of the canvas

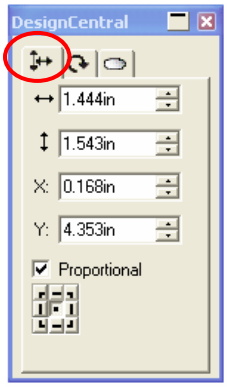
Design Central – Margin Tab



Use the Margin tab to specify the margins around a drawing area.

These margins are used when objects are aligned or distributed, and are useful for laying out elements symmetrically.

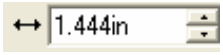
Design Central – Scale Tab



When you select an object using the Select Tool (pink arrow), a new Design Central screen will appear with the Scale, Rotate, and Object tabs. The Scale tab allows you to change the width, height, and position of selected objects. You can size objects by dragging the control points or by changing the numerical values.

Changing the Size of Objects

1. Select the objects using the **Select Tool** (pink arrow).
2. Adjust the following parameters:



Width of design.

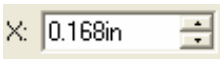
Height of design.

OR

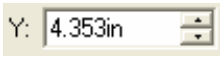
- Drag the control points (small dots at the corners of the selected area) on the objects.

Changing the Position of the Objects

1. Select the objects using the **Select Tool** (pink arrow).
2. Adjust the following parameters:



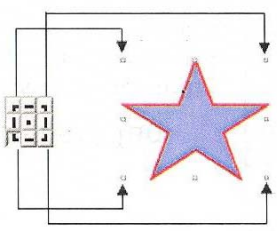
Horizontal position of the reference point, measured from the origin. See 'Ruler and Grid' for more information.



Vertical position of the reference point, measured from the origin. See 'Ruler and Grid' for more information.

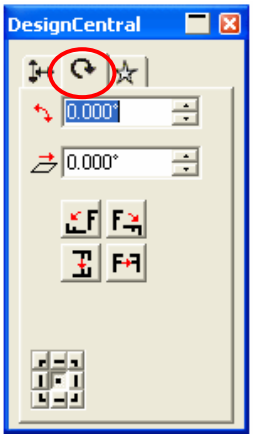
Ensures that the object will be scaled proportionally in both the width and height.

Reference Grid – allows change of the reference point. Each button in the grid corresponds to a point on the selected objects. If you want to position the center of objects click the center point.



Reference Grid and Resize Points

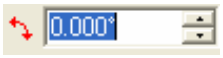
Design Central – Rotate Tab



The Rotate tab of Design Central allows you to rotate, shear or mirror selected objects. You can change them either by dragging the object's control points or by changing the numerical values in Design Central.

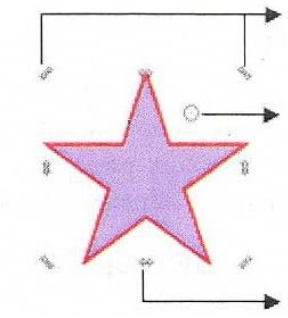
Rotating Objects

1. Select the objects using the **Select Tool** (pink arrow).
   NOTE: *After selecting an existing object, the Size, Rotate, and Object tabs are available.*
2. To select the point that will be fixed during the rotation, do one of the following:
   - Click a point on the **Reference Grid**.
   - Click and drag the **Reference Point** to the desired position. Hold **Ctrl** and drag to fix the Reference Point to the settings on the Reference Grid.
3. Adjust the following parameters:



New angle of selected objects.

Rotates selected objects 90 degrees counter-clockwise or clockwise.



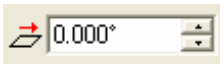
Rotation Point

Reference Point

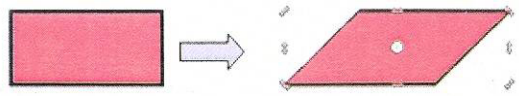
Shear Point

Shearing Objects

1. Select the objects using the **Select Tool** (pink arrow).
2. To select the point that will be fixed during the shearing, do ***one*** of following:
   - Click a point on the **Reference Grid**.
   - Click and drag the Reference Point to the desired position. Hold Ctrl and drag to fix the Reference Point to the settings on the Reference Grid.
3. Change the following parameters:



Shear angle that will be applied to the selected objects.

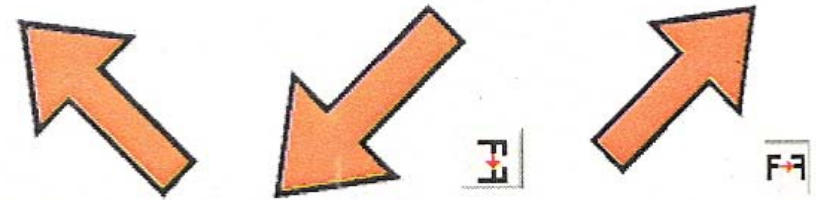


A rectangle sheared
to an angle of 45 degrees.

Mirroring Objects

1. Select the objects.
2. Adjust the following parameters:

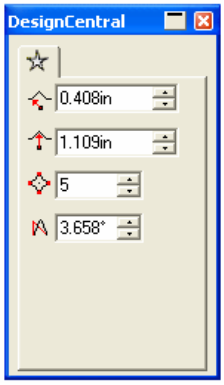
Mirrors selected objects horizontally or vertically.



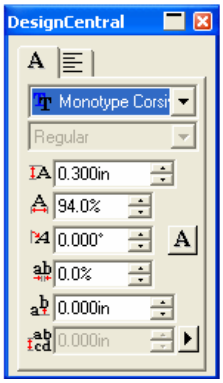
Original Object Mirrored horizontally Mirrored vertically

Design Central – Object Tab

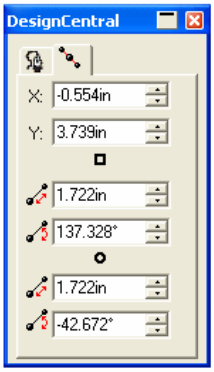
The Object tab content will vary according to which objects are selected in the document.



Object tab when a Star is selected / created



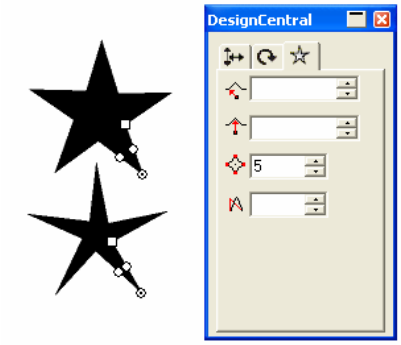
Object tab when Text is selected / created



Object tab when a Path is selected / created

When creating objects, only the Object tab is visible. After selecting an existing object, the Size, Rotate and Object tabs are available.

The Object tab is not available when different types of objects (like text and rectangle) are selected. However, if you select objects with the same type, (like two stars) their common properties are displayed in Design Central.



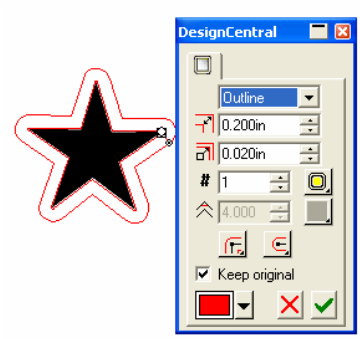
Object tab when both objects are selected.

Notice that the only common property between the two stars is the 5 points; therefore, that is the only parameter that is adjustable when both are selected.

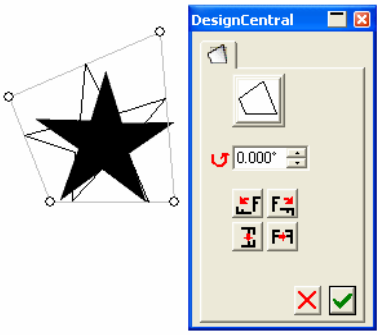
Design Central – Effects Tab

When you apply an effect over objects (using the Effects Toolbar), Design Central displays the Effects tab with all properties of the effect.

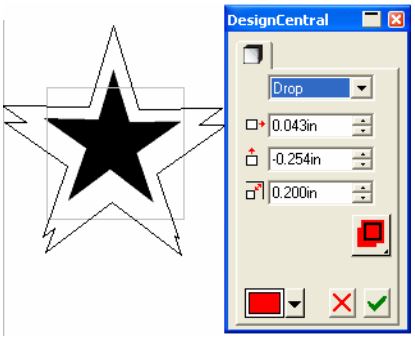
The Object tab for the object where the effect was applied is not visible in Design Central, but you can still select it using the **Select Within** tool or double-clicking the object while holding Ctrl.



Design Central Effects tab when using the Outline effect.



Design Central Effects tab when using the Distort effect.



Design Central Effects tab when using the Shadow effect

Design Central – Setup Tab

Many of the changes made are automatically applied as you change them. You will notice that some commands contain two buttons, **Apply** and **Cancel** on the bottom right side of Design Central.

Design Central will automatically open if there is a Setup tab associated with the command.

Apply button

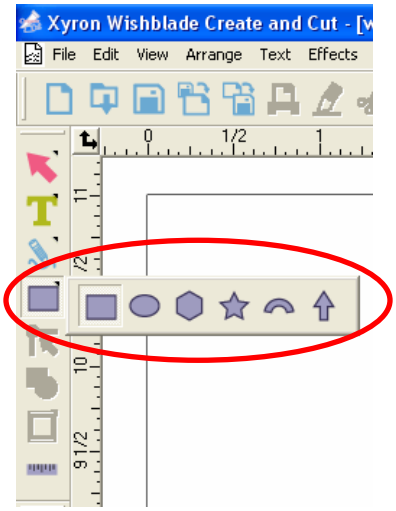
Cancel button

Working With Shapes

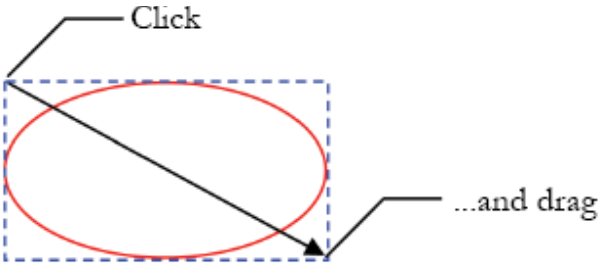
Shapes are closed objects such as rectangles, ovals and polygons. They can be drawn freehand or specific to size. Adjustments to the lines and points of a shape enable you to turn basic shapes more complex. For example, a starburst can be turned into a flower.

Create a Shape

1. Double-click the Shape tool (purple rectangle) on the main toolbar and make a selection from the rectangle, oval, polygon, starburst, fan, and arrow shapes.



2. Click and drag the cursor within the design area to freehand draw the shape.



NOTE: The arrow and dotted lines are for illustration purposes only and will not actually display when the shape is being created.

NOTE: Alternatively, you may wish to hold down the **shift** or **ctrl** key as you create a shape to constrain it by a drawing point, dragging position, or the confines of another shape. These features are helpful when one of the available shapes is used to create a different one (e.g. oval to circle) or when an irregular shape is desired over an equally proportioned one and vice versa. Please refer to the chart below.

Shape	Effect of SHIFT key	Effect of CTRL key
Rectangles and ovals	Constrains shape into a square or circle	Draws shape from the center point
Polygons	Draws an irregular shape within a rectangle	Constrains shape from a horizontal base
Starbursts	Draws an irregular shape within a rectangle	Constrains shape from a vertical base
Fans and arrows	Constrains shape to values set in preferences	Draws shape from the center point

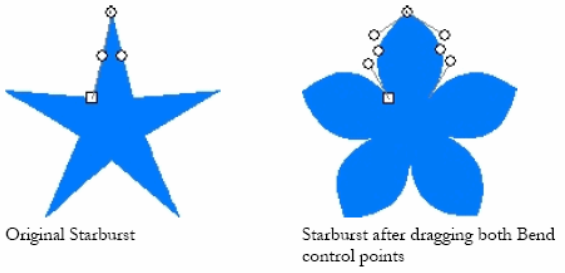
Editing a Shape in Design Central

Shapes can be edited by adjusting the settings in Design Central before, during or after they are created. Once a shape is selected, the corresponding tab appears in the Design Central toolbar and displays the adjustable parameters available for that particular shape. Please refer to the chart below.

Shape	Adjustable Parameters
Rectangle	Height; Width; Corner type (Regular, Rounded, Inverted or Clipped); Corner radius (not available with Regular corner type); Inner border width
Oval	Height; Width
Polygon	Height; Width; Number of sides
Starburst	Inner and Outer radius; Number of sides; Spike twist angle
Fan	Outer radius; Thickness; Rotation angle; Sweep angle
Arrow	Arrow length; Angle; Tail length/width; Cap length; Wing angle

Editing a Shape Using Control Points

Visually complex shapes and edits can be accomplished by dragging control points and Bezier handles (clear and movable nodes).



Original Starburst

Starburst after dragging both Bend control points

Specific control points are available for each shape. Below are some helpful notes for each.

Shape	*Notes*
Rectangle	Shift + Height or Width control points = resizes proportionately
Oval	Shift + Height or Width control points = resizes proportionately
Polygon	Ctrl + Size control point = retains angle and position Ctrl + Bend control point = restores to original shape
Starburst	Ctrl + Size control point = retains angle and position Ctrl + Bend control point = restores to original shape
Fan	Shift + Rotate or Sweep Angle control points = constrains angles
Arrow	Shift + Rotate Angle = constrains angle

NOTE: Hovering above a node with the mouse will cause the name of the adjustable parameter to display.

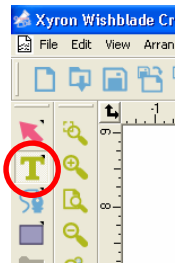
Notes:

Welding Effects

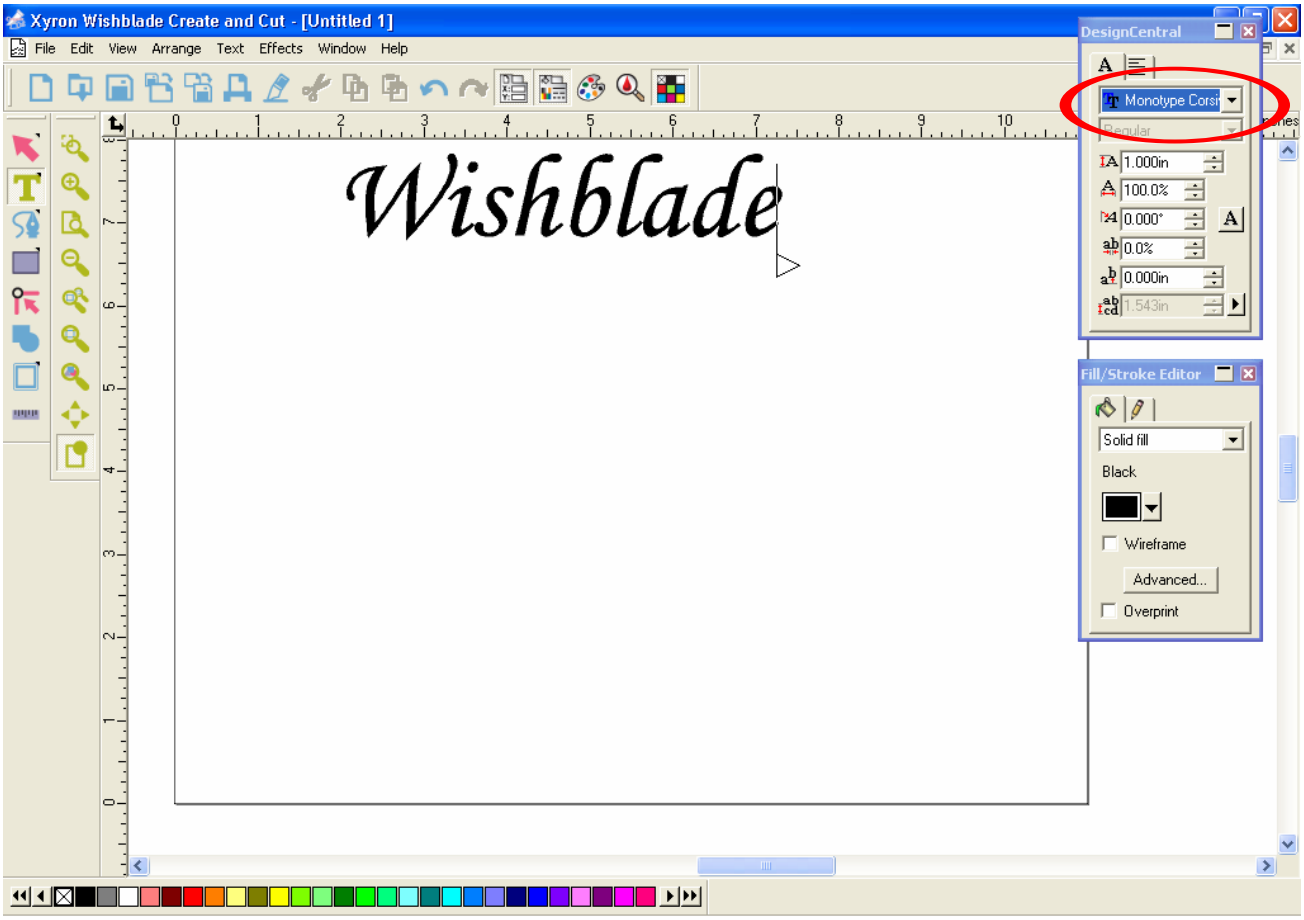
The Weld feature will allow you to combine letters, shapes or both into single objects, eliminating overlapping. This is useful for titles made with script fonts, adding shapes to words, and combining shapes together.

Welding Words

1. Open a new document. Select the Text Tool from the left sidebar.



2. Choose font from the Design Central pop up menu (View > Design Central), and type text.



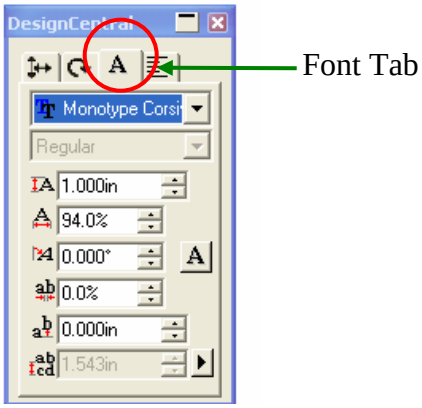
NOTE: *Some fonts may desire the letters to be 'squeezed' together. For instance, in the example on the previous page, notice that the letters are not touching, this is needed in order to use the weld feature. To solve this, you will need to adjust the Tracking. If your letters are already touching, skip to step 4.*

Tracking *is the distance between each individual letter. Decrease the tracking to move letters closer; increase it to move them further away from each other.*

3. Tracking can be adjusted in the following ways:

To adjust all of the letters together:

- Make the text active using the Select tool (pink arrow on the left toolbar). In Design Central, select the Font tab. This will create a line below the text with tracking arrows on the right side of it. Click and hold down the mouse over the clear double arrows while sliding left until the letters touch.

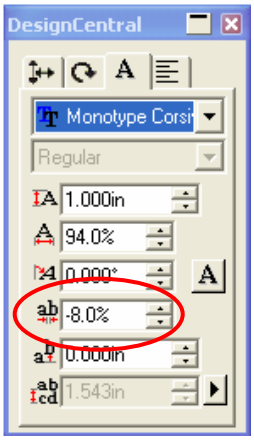


Font Tab

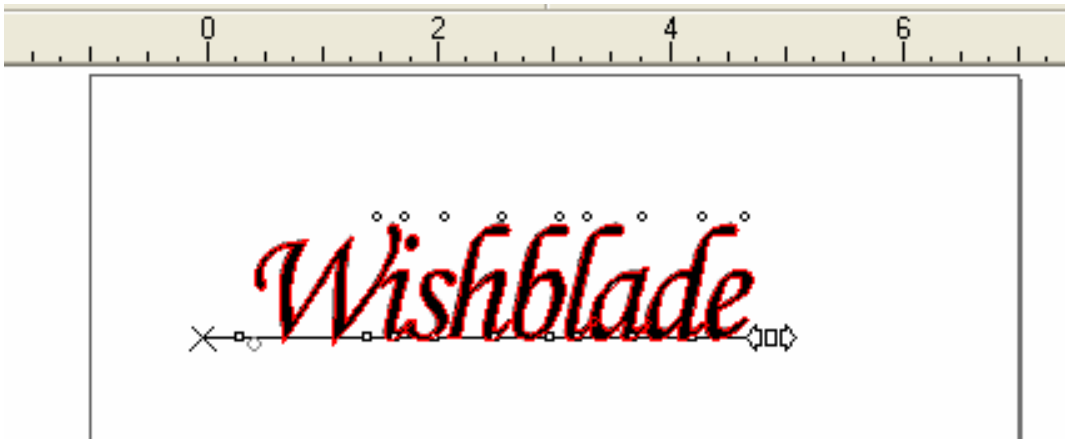
Tracking Arrows

OR

- Make the text active using the Select Tool. In the Font Tab in Design Central, decrease the Tracking percentage (indicated by a lowercase 'a' and 'b' with two red arrows) until the letters are touching.



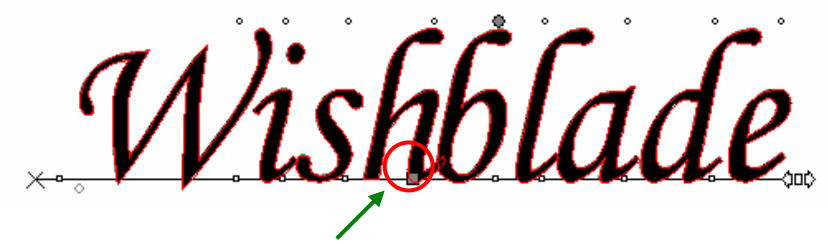
Tracking highlighted in Design Central.



View of text after Tracking is decreased.

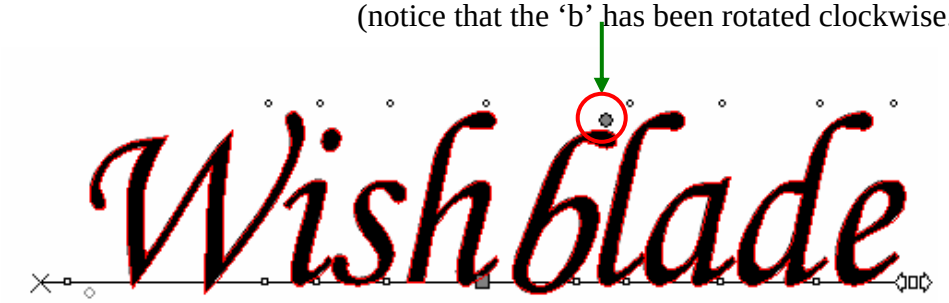
To adjust individual letters:

- Make the text active using the Select Tool. Use the **nodes** (small dots) on the top and bottom of each letter to adjust its position.



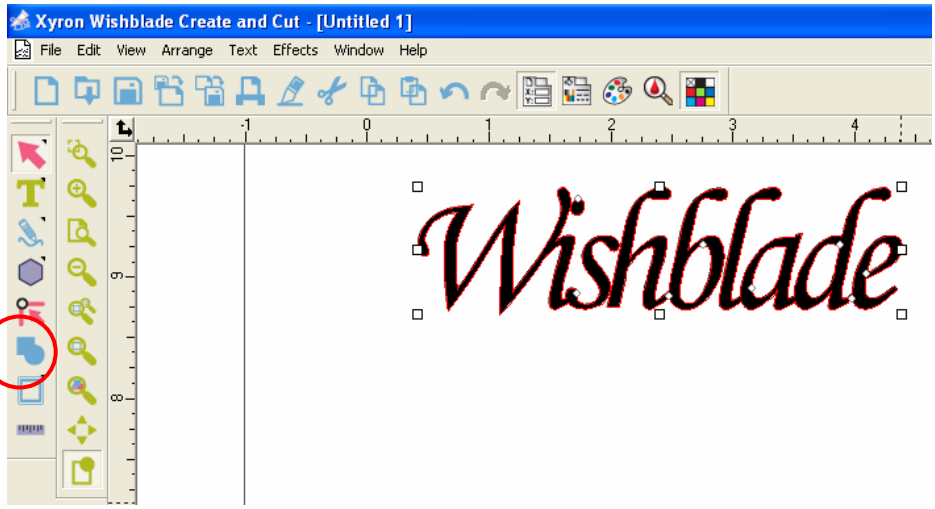
Use the **nodes** at the **bottom** of each letter to move the letter back and forth. (notice that the ‘b’ has been tracked to the left)

Use the nodes at the top of each letter to rotate it. (notice that the ‘b’ has been rotated clockwise.)



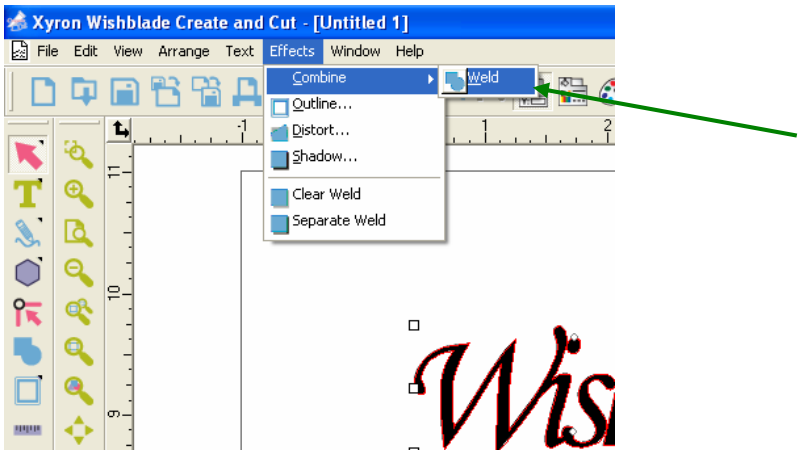
4. While the word is still selected, weld the text in one of two ways:

- Click the Weld button on the left sidebar (indicated by a solid blue square and circle):

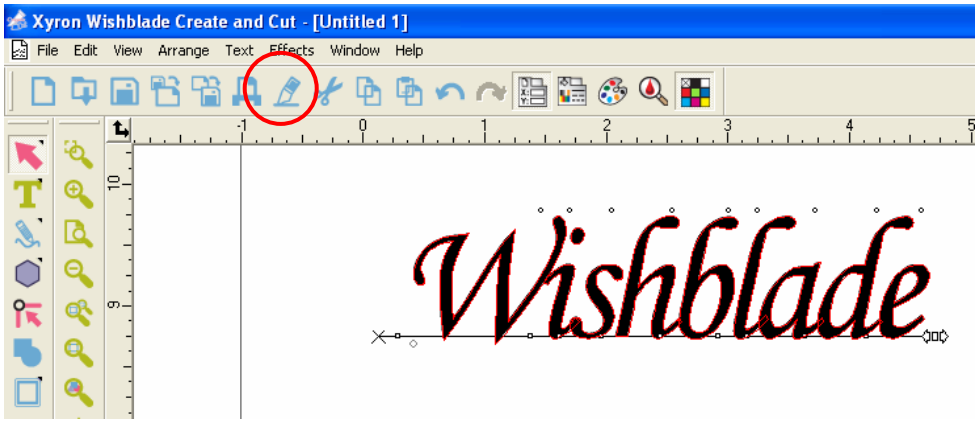


OR

- Go to Effects > Combine > Weld.

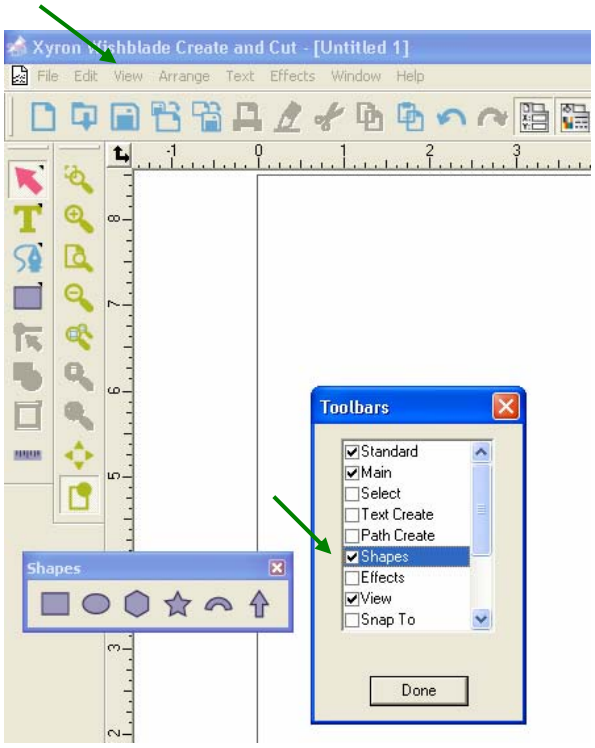


5. Cut the text.



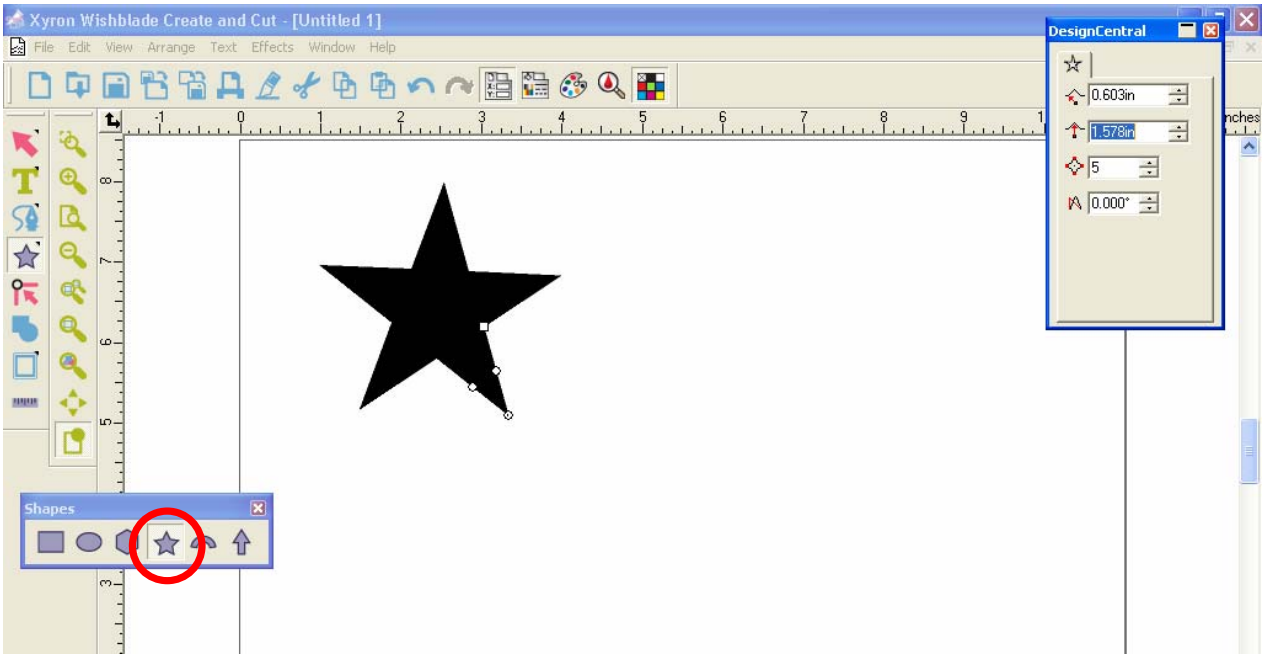
Welding Shapes

1. Open a new document.
2. To open the shapes toolbar, select View > Toolbars, (or select Ctrl + T), and click the box next to Shapes.



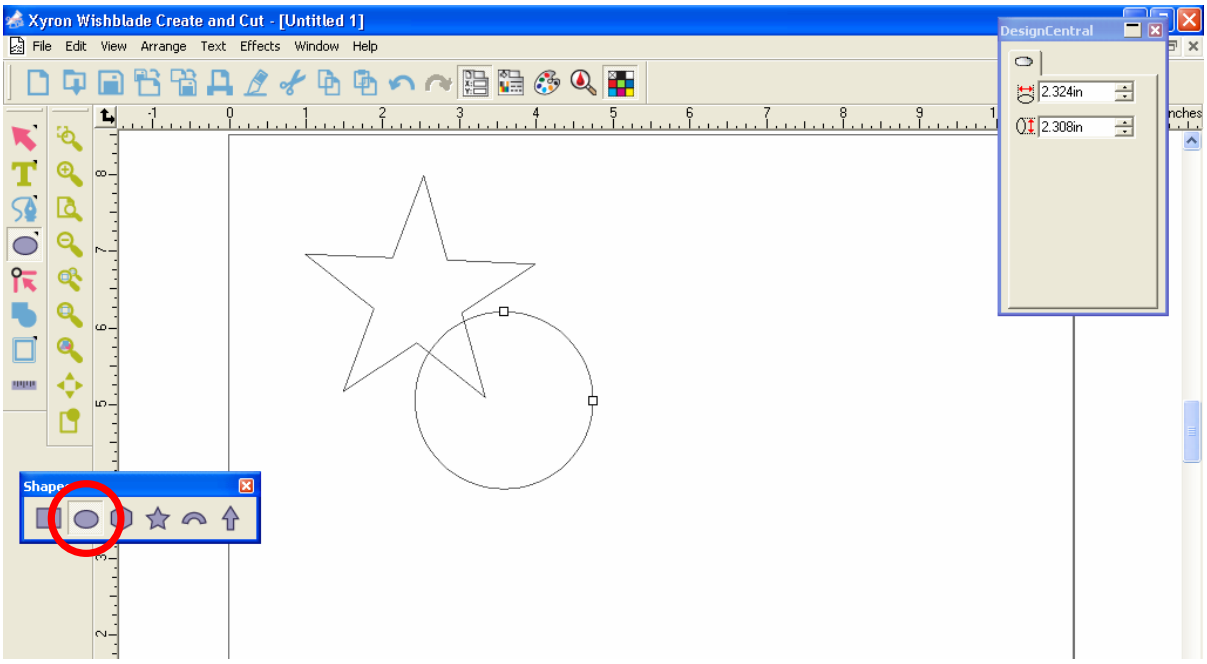
3. Select the desired shape. Place the mouse over the work area. Hold the mouse button and drag it to make the shape the desired size.

NOTE: *You can use the Design Central toolbar to change the size of the shape, number or points or angle.*



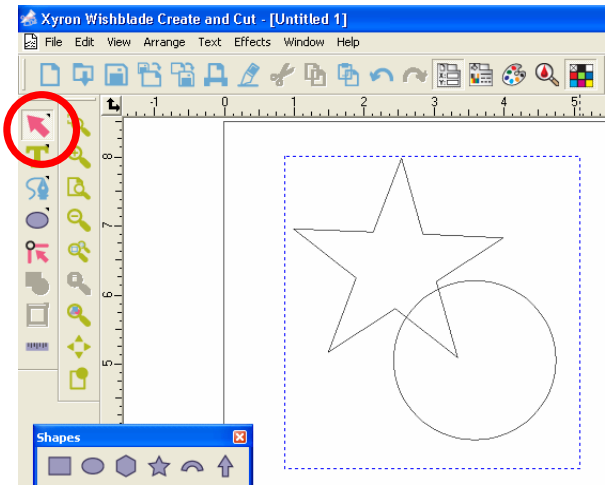
4. Repeat step three for your second shape. Click on the added shape to move it into the desired position.

NOTE: *Deselect the Fill Mode button on the side bar, or type Ctrl+ F to see the outline of the shapes.*

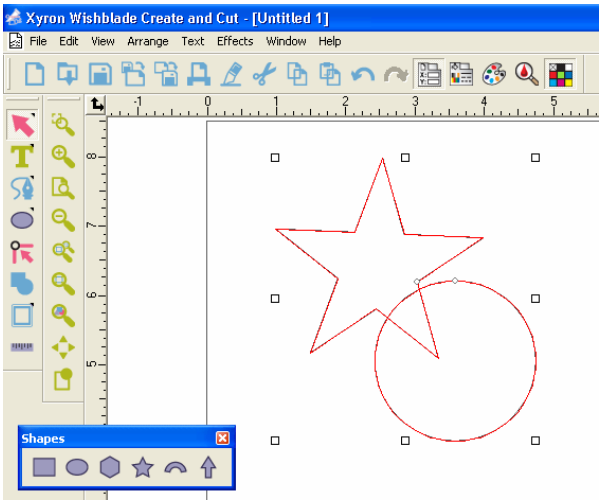


NOTE: *Continue to repeat step 3 to add the desired number of shapes.*

5. Choose the Select Tool (pink arrow on the left sidebar). In the work area, click and drag the mouse to draw a box around all of the shapes.



Drawing the box with the Select Tool



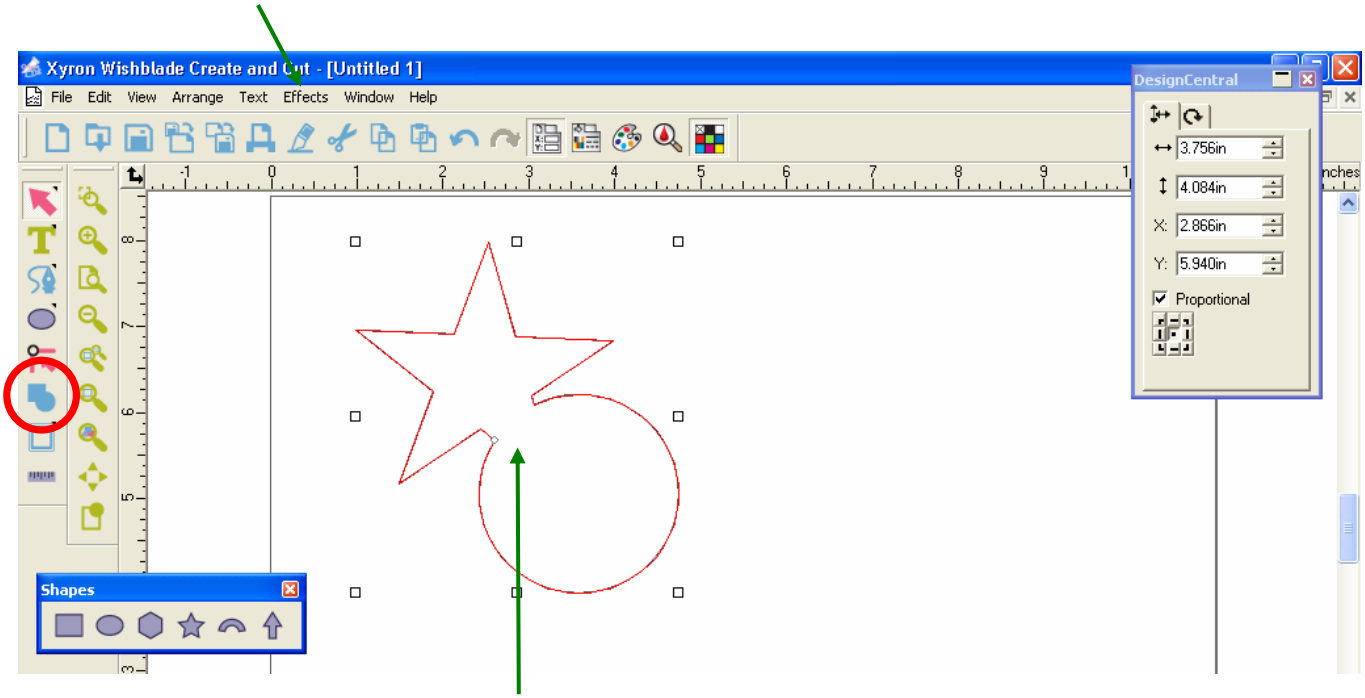
After releasing the mouse

6. Weld the shapes in one of two ways:

- Click the Weld button on the left sidebar (indicated by a solid blue square and circle):

OR

- Go to Effects > Combine > Weld.



Notice how the overlapping areas have disappeared. The shapes are now welded.

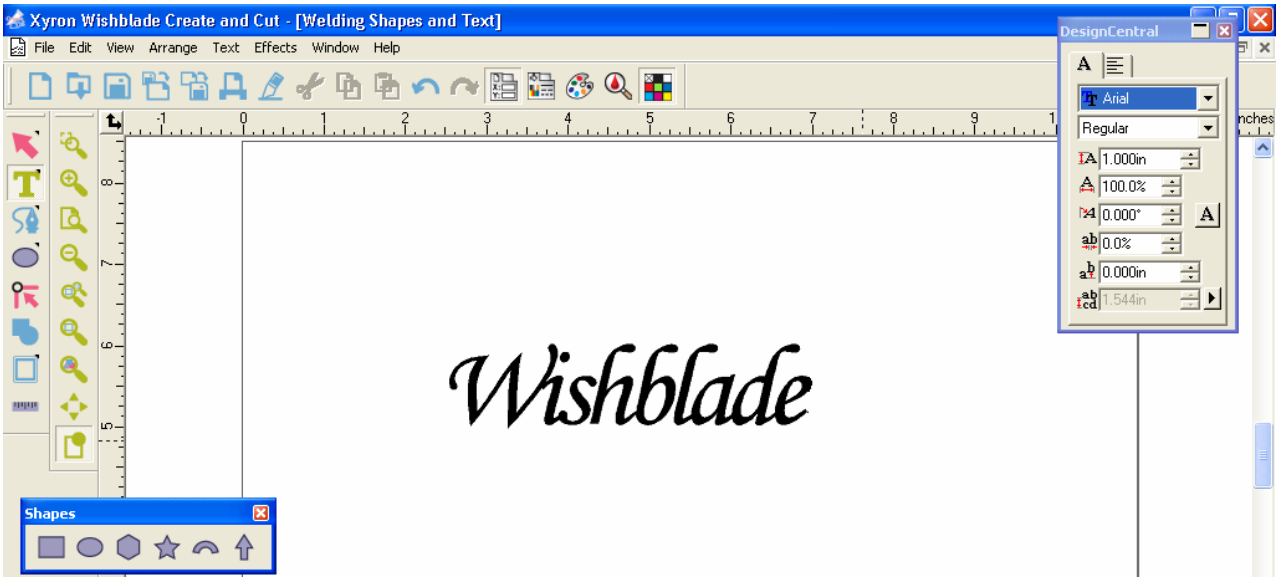
6. Cut the shape.

Welding Shapes and Words

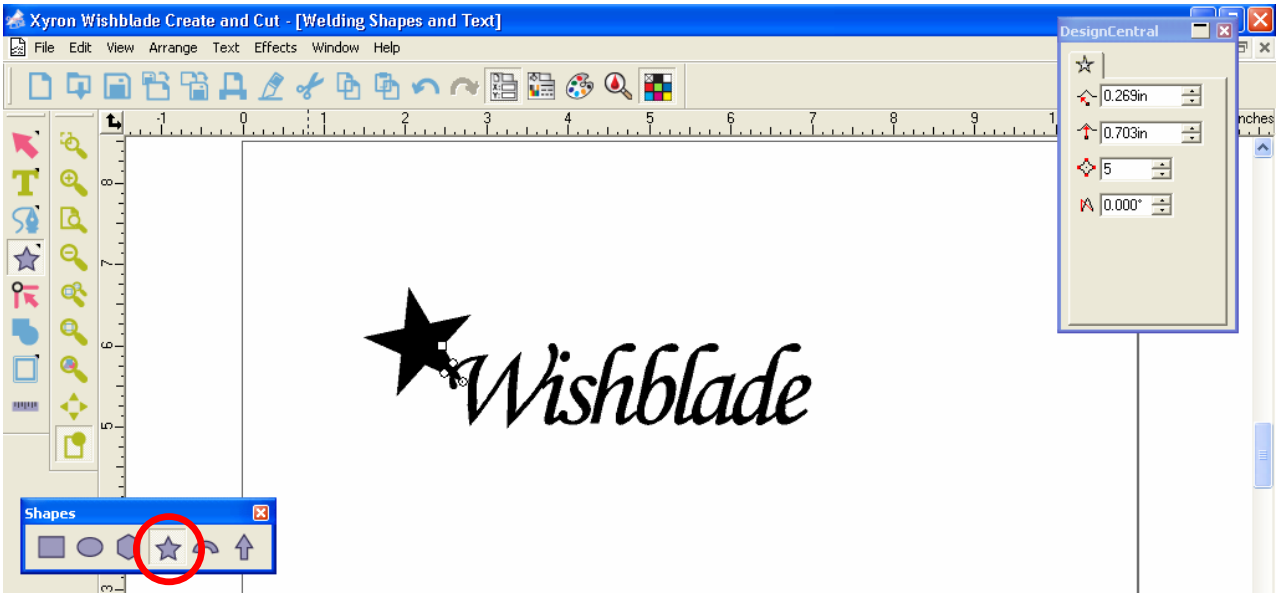
You can follow the same steps above to weld both words and shapes together. This can be used to add a shape to the edges of text.

NOTE: *This cannot be used for putting text inside of a shape – to do this, refer to the 'Compounding Objects' section.*

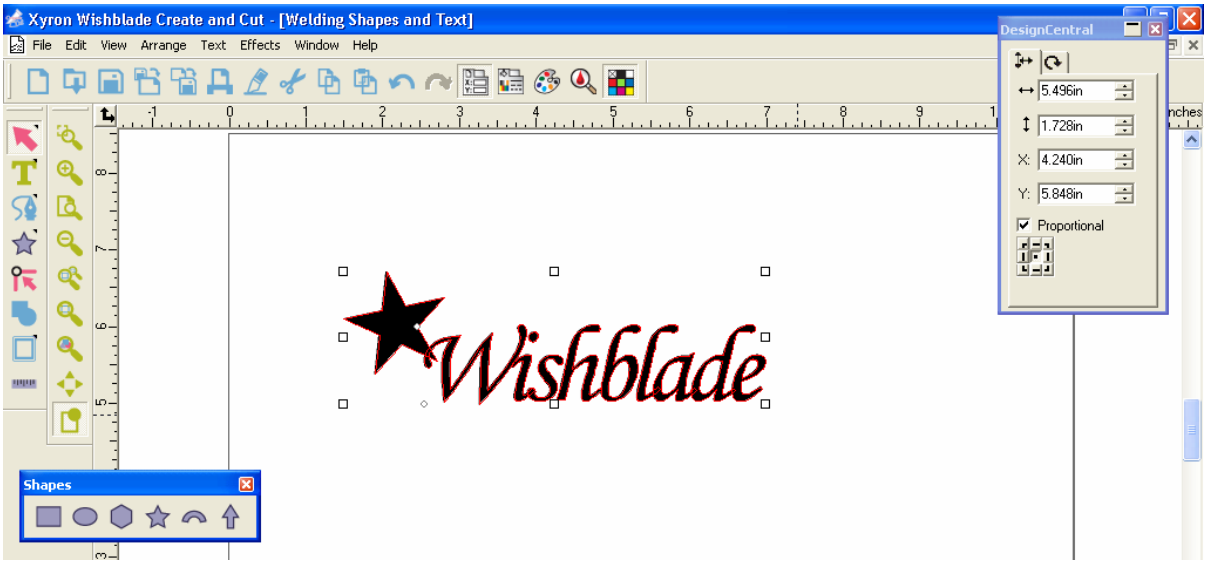
1. Follow steps 1-4 in 'Welding Words' to create the text.



2. Add desired shape from the Shapes toolbar.



3. Choose the Select tool (pink arrow) from the sidebar and draw a box around the shape and text.

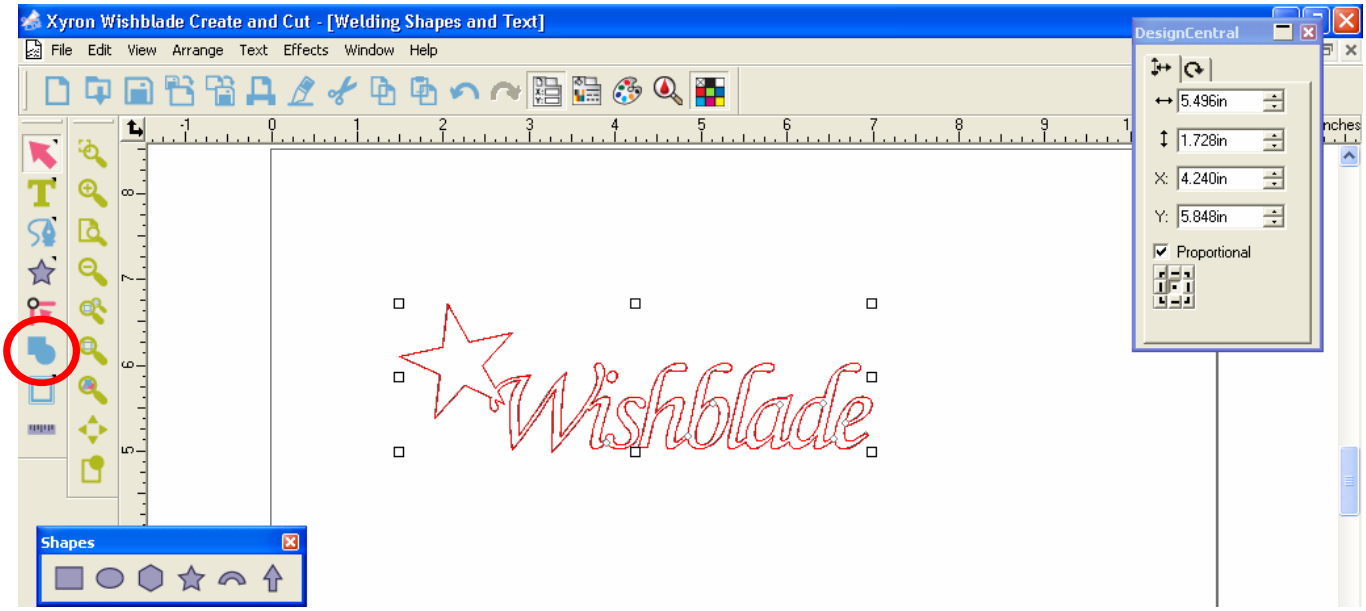


4. Weld the shapes in one of two ways:

- Click the Weld button on the left sidebar (indicated by a solid blue square and circle):

  OR

- Go to Effects > Combine > Weld.



The shape is now welded to the words, as indicated by the newly formed outline joining both shapes.

5. Cut as desired.

Outline and Shadow Effect

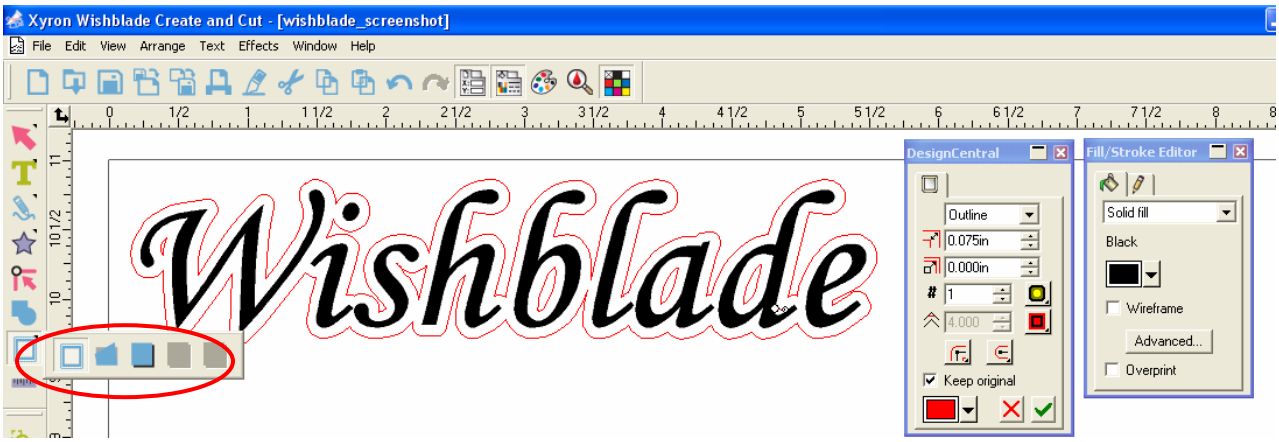
The Outline feature allows you to create a hollow rendering and solid backing or mat of an image. The Shadow feature allows you to create a drop shadow or 3D backing of an image.

Create an Outline

1. Type text or insert shape. If welding or further design effect is desired, complete those actions before continuing to the next step.

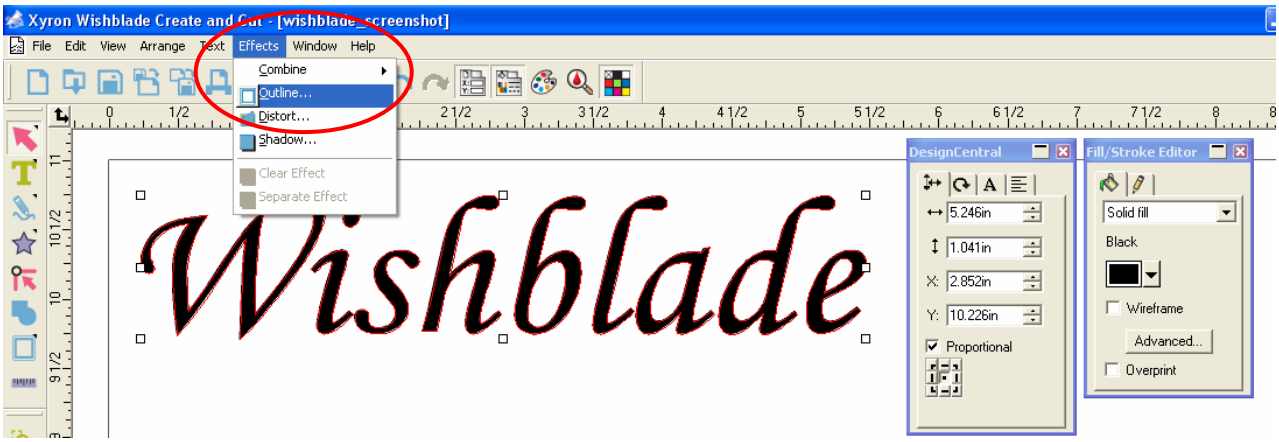
2. Use the Select tool (pink arrow) on the main toolbar to activate the image. Then create an outline in one of two ways:

- Double-click the Effects button on the main toolbar and select Outline (clear box with blue outline) from the menu.

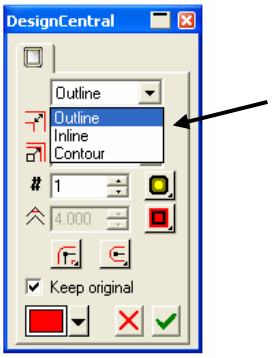


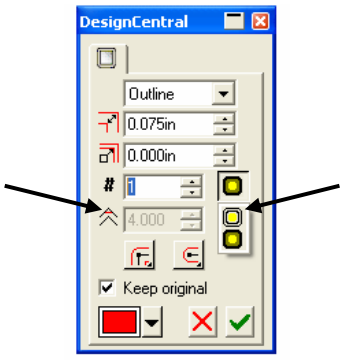
OR

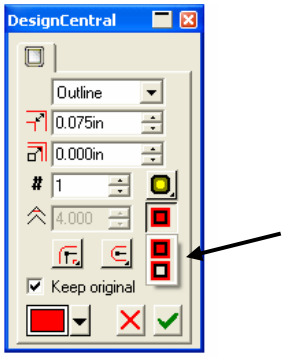
- Go to Effects > Outline.



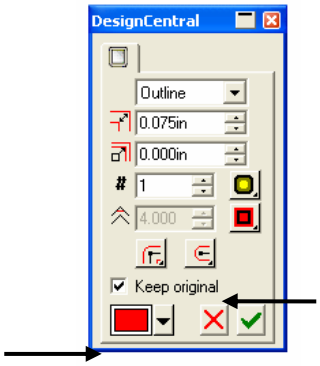
3. The Outline tab is now displayed in the Design Central toolbar. Calibrate the settings according to your needs:

<table>
<tr>
<td> 
</td>
<td>In the first drop-down text field, select Outline to create an outline where the center of letters such as “a” and “e” are open and preserved. Select Inline to create an outline following the inner edges of the image. Choose Contour to create a solid backing that silhouettes the outer edges of the image while filling in any holes or spaces.

OUTLINE INLINE CONTOUR</td>
</tr>
<tr>
<td> 
</td>
<td>Adjust the number of outlines desired in the # field.

When working with more than one outline, Interpolate Color (yellow box with black outline) should appear next to the # field. If not, click it and the option to choose will display. This feature applies gradient shades of color to multiple outlines.</td>
</tr>
<tr>
<td> 
</td>
<td>Below it, select With Backing (filled red/black box) to create a solid outline or Without Backing (clear red/black box) to create a hallow rendering of the image.

WITH BACKING WITHOUT BACKING</td>
</tr>
</table>

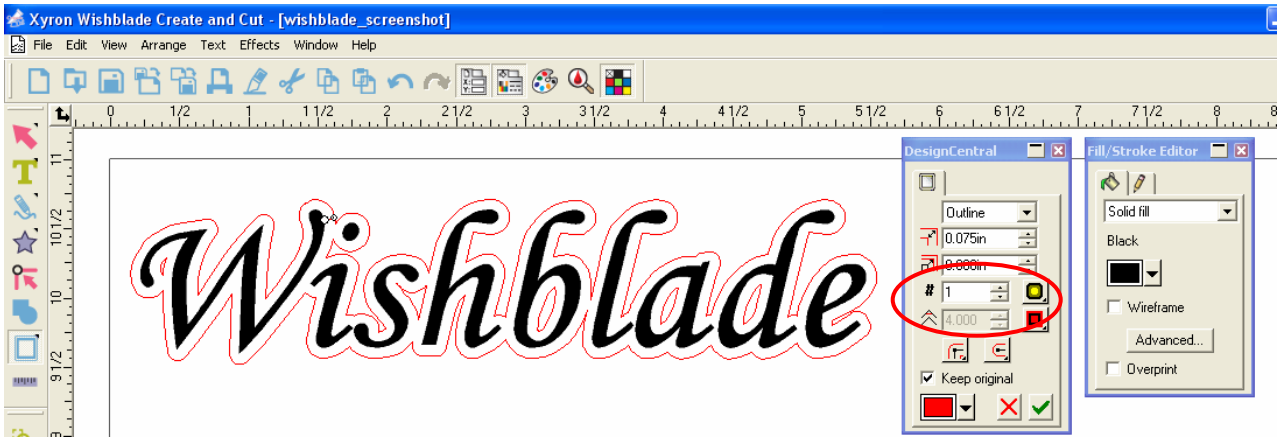
<table>
<tr>
<td> 
</td>
<td>Click the Join Type and Cap Type buttons to stylize the outline (e.g. rounded corners vs. pointed corners).

Check the Keep Original box if you wish to cut both the original image and its outline. You may uncheck the box if only the outline is desired.</td>
</tr>
</table>

NOTE: If the image and outline are the same color, alter the outline using the drop-down color picker located in the Design Central toolbar. In this example, red is chosen in contrast to the black text.

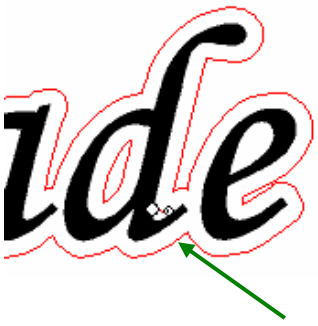
4. Change the width of your outline in one of two ways:

- Adjust the numbers in the Design Central toolbar.

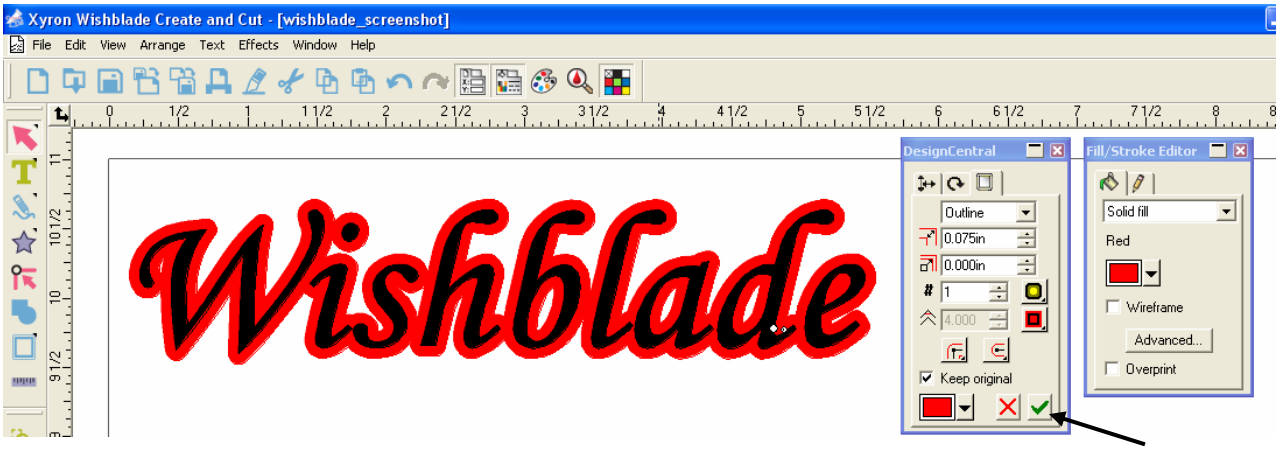


OR

- Locate the control points (set of two clear dots) displayed somewhere on your image. Click and hold down the mouse over these nodes to drag the outline to the desired width.



5. After the correct settings have been selected and you are satisfied with the width of the outline, click the green checkmark on the Design Central toolbar to complete the action. The outline will now fill according to your Fill/Stroke specifications.



NOTE: To view the image and outline separately, go to Effects > Separate Outline or right-click over the image and choose Separate Outline from the pop-up menu. Use the mouse to drag and release the outline away from the original object.

6. Although the image and outline appear layered together, it is possible to cut them separately because the layers were created in different colors. Please refer to the Cutting by Color section of the manual for instructions.

Notes:

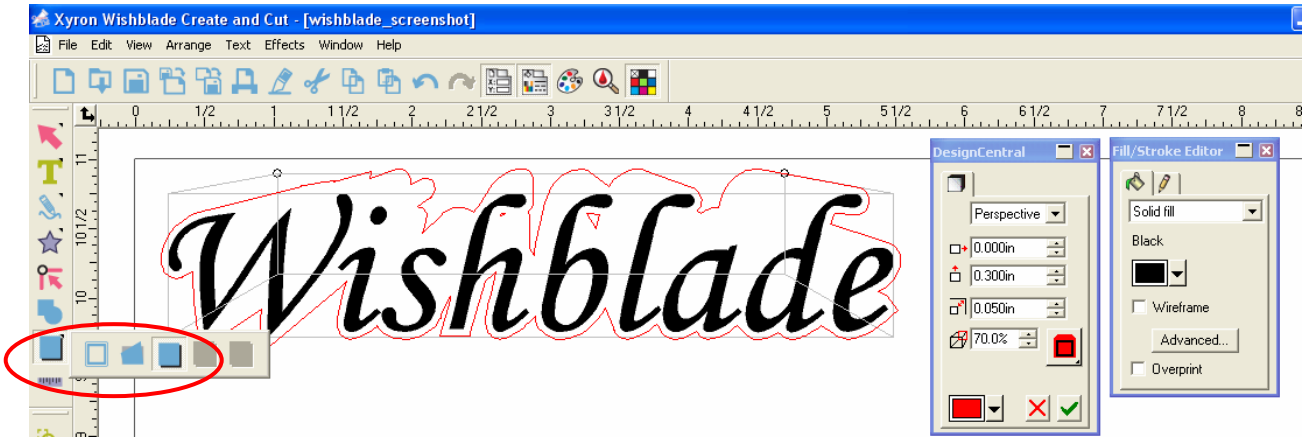
Shadow Effect

Create a Shadow

1. Type text or insert shape. If welding or further design effect is desired, complete those actions before continuing to the next step.

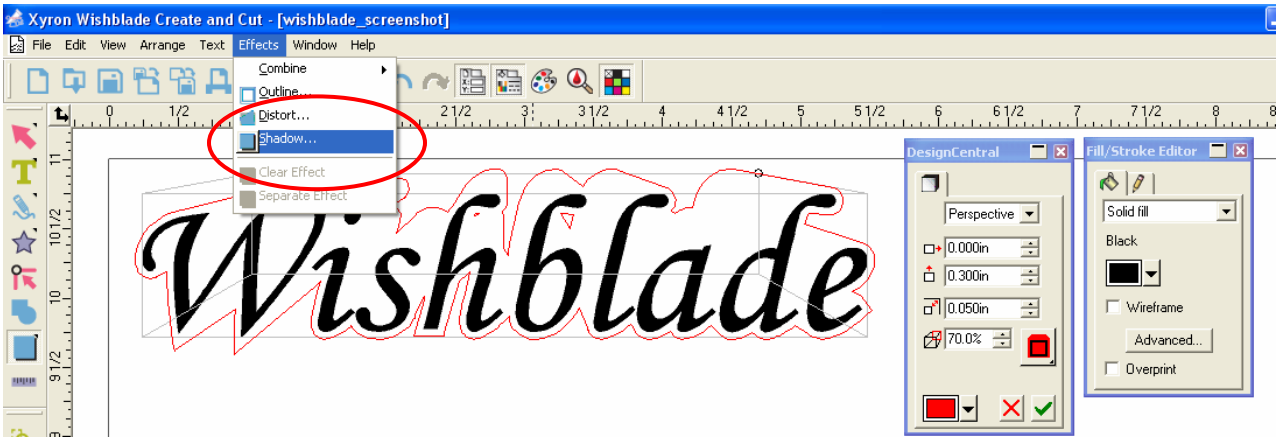
2. Use the Select tool (pink arrow) on the main toolbar to activate the image. Then create an outline in one of two ways:

- Double-click the Effects button on the main toolbar and select Shadow (blue box with drop shadow) from the menu.

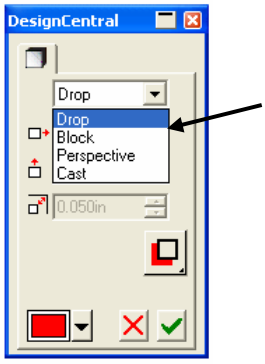
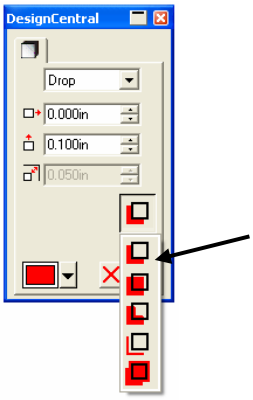
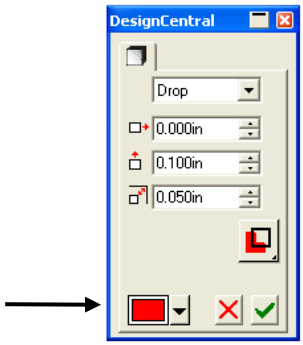


OR

- Go to Effects > Shadow.

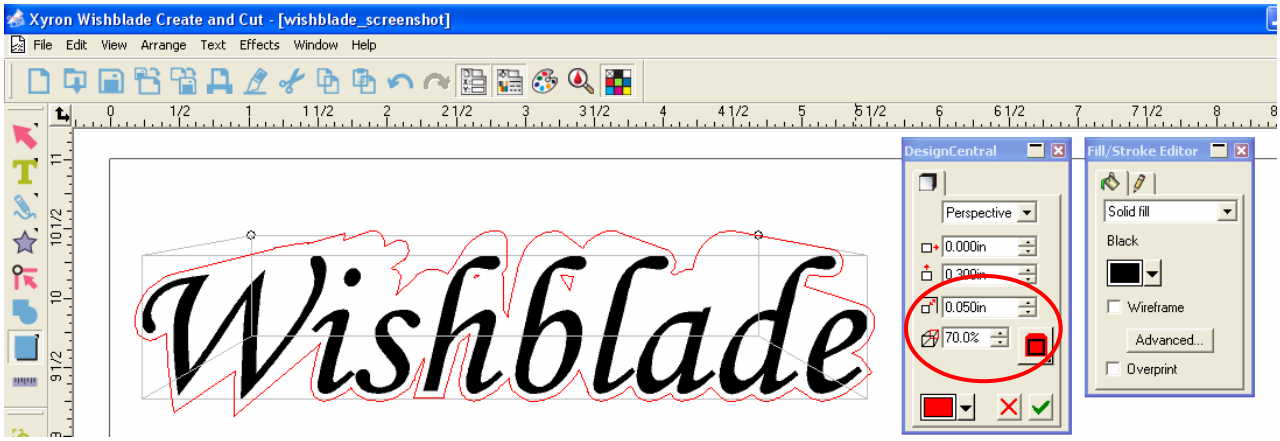


3. The Shadow tab is now displayed in the Design Central toolbar. Calibrate the settings according to your needs:

	Select the **Shadow Type** from the drop down menu. Clicking on the various types will allow you to view the effect of each.
	Chose the **Shadow Drop** style from the drop down menu. Clicking on the various styles will allow you to view the effect of each.
	***NOTE:*** If the image and shadow are the same color, alter the shadow using the drop-down color picker located in the Design Central toolbar. In this example, red is chosen in contrast to the black text.

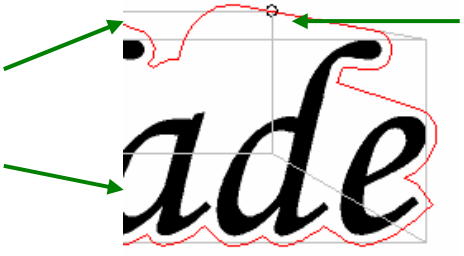
4. Change the vertical offset, horizontal offset, distance and perspective ratio of your shadow in one of two ways:

- Adjust the numbers in the Design Central toolbar.



OR

- Click and hold down the control points (clear nodes) or anywhere along the back lines of the gray 3D box to drag the shadow to the desired dimensions. You will know that the mouse is hovering over a movable line when the word "Offset" appears and the cursor turns into a cross / double arrow.

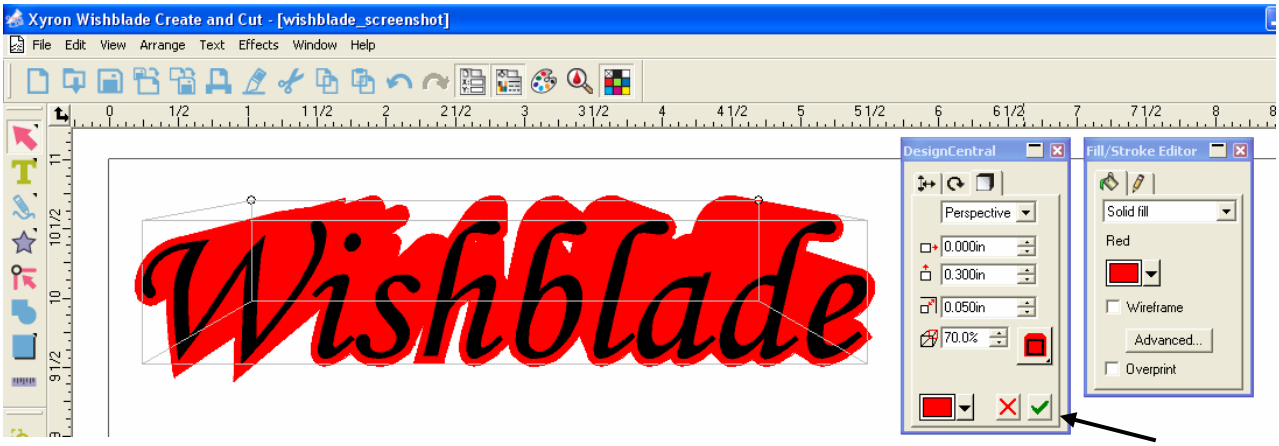


Drag the back lines of the gray 3D box.

"Offset" appears indicating a movable line.

Notes:

5. After you are satisfied with the appearance of the shadow, click the green checkmark on the Design Central toolbar to complete the action. The shadow will now fill according to your Fill/Stroke specifications.



NOTE: To view the image and shadow separately, go to Effects > Separate Shadow or right-click over the image and choose Separate Shadow from the pop-up menu. Use the mouse to drag and release the shadow away from the original object.

6. Although the image and shadow appear layered together, it is possible to cut them separately because the layers were created in different colors. Please refer to the Cutting by Color section of the manual for instructions.

Notes:

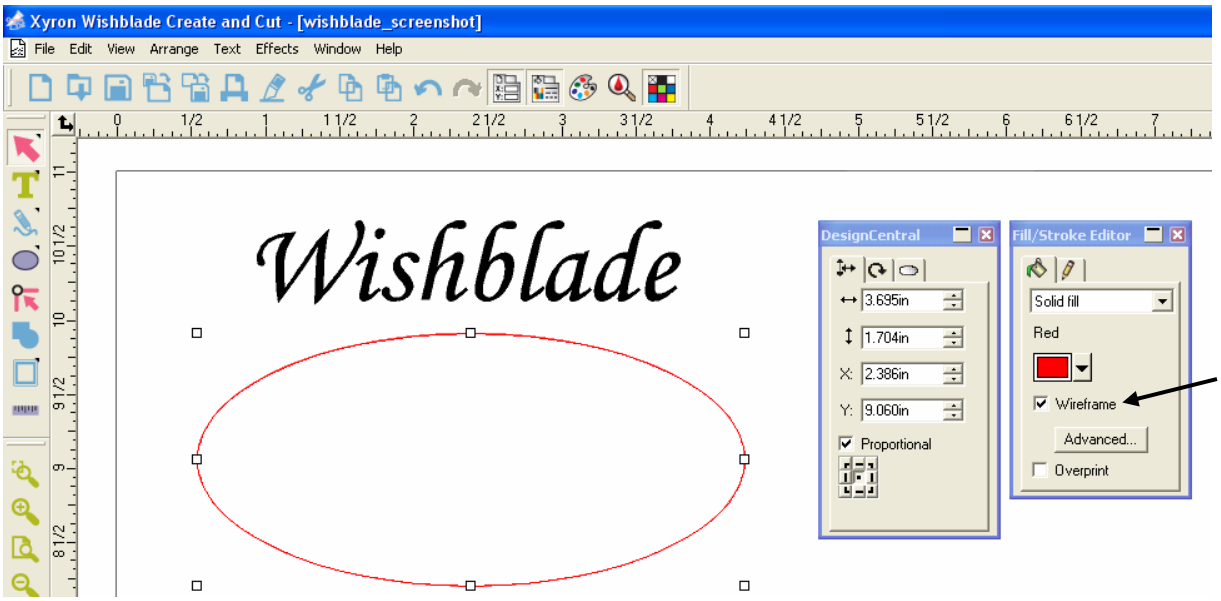
Compounding Objects

The Compound feature allows you to overlap objects. This is useful in creating effects such as text within a shape (perfect for logos or vinyl clings), as in the example below. Additionally, groups of objects may be compounded by color.

Create a Compounded Image

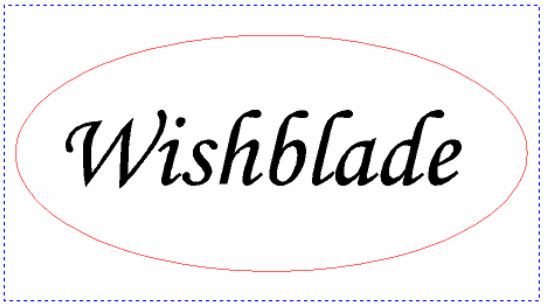
1. Use the Text and Shape tools on the main toolbar to create the objects to be compounded.

NOTE: For optimal visibility, you may find it helpful to draw the outer object with the **Wireframe** option checked. This will create a transparent object outlined in the color specified in the Fill/Stroke Editor, making it easy to track both objects when overlapped. It may also be helpful to draw the objects in different colors—they will automatically take on the color of the top-most layer once the compound effect is applied.



2. Click and drag the objects together to align as desired. Perform any necessary resizing by dragging the control points (clear nodes) found on each object when activated or by adjusting the height and width measurements of each in the Design Central toolbar.

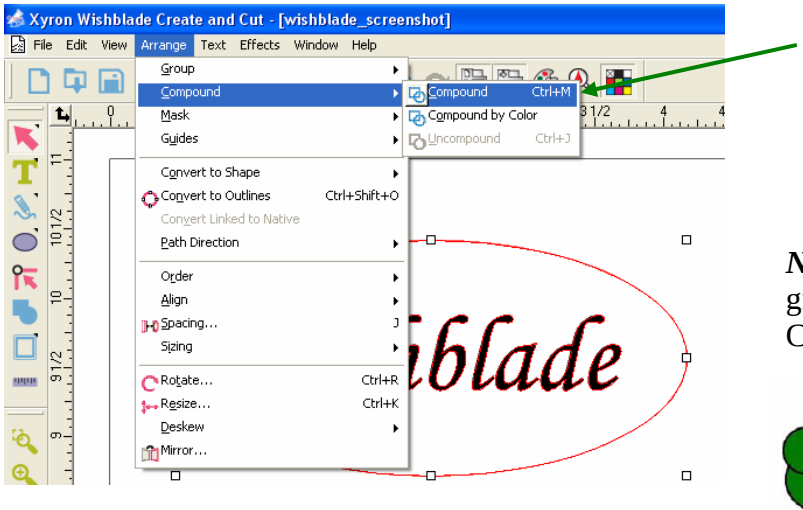
3. Activate both layers using the Select tool (pink arrow) on the main toolbar to draw around the newly created image.



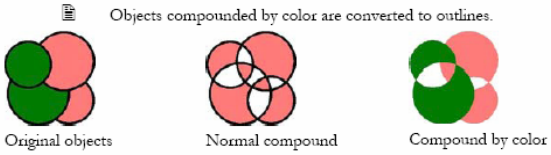
View as objects are being selected.

View after button on the mouse is released.

4. Go to Arrange > Compound > Compound.



NOTE: To join multiple shapes by groups of color, go to Arrange > Compound > Compound by Color.



5. Compounded image is ready to cut.

Cutting your Design

Sending the Document to the Device

1. From the File menu, select Cut/Plot
   OR
   Press the Cut/Plot shortcut button.

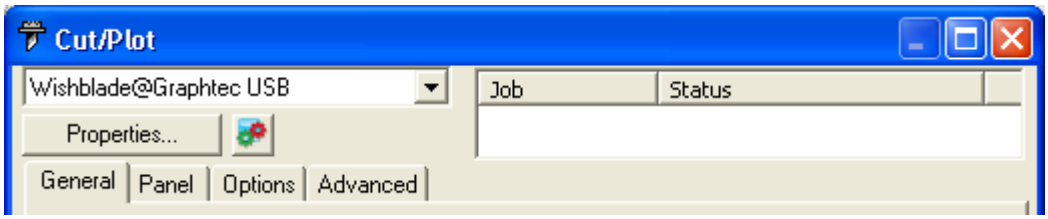
   NOTE: If you have any object selected, only the selected objects will be cut.

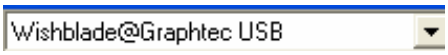
2. Adjust the settings available in the dialog box as necessary and click Send.

Cut/Plot Dialog Settings

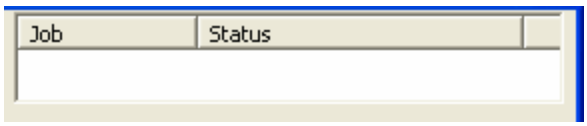
The Cut/Plot dialog box gives you complete control over how the job is produced.

The area on the top of this dialog box is common for all tabs:





Menu for choosing output device



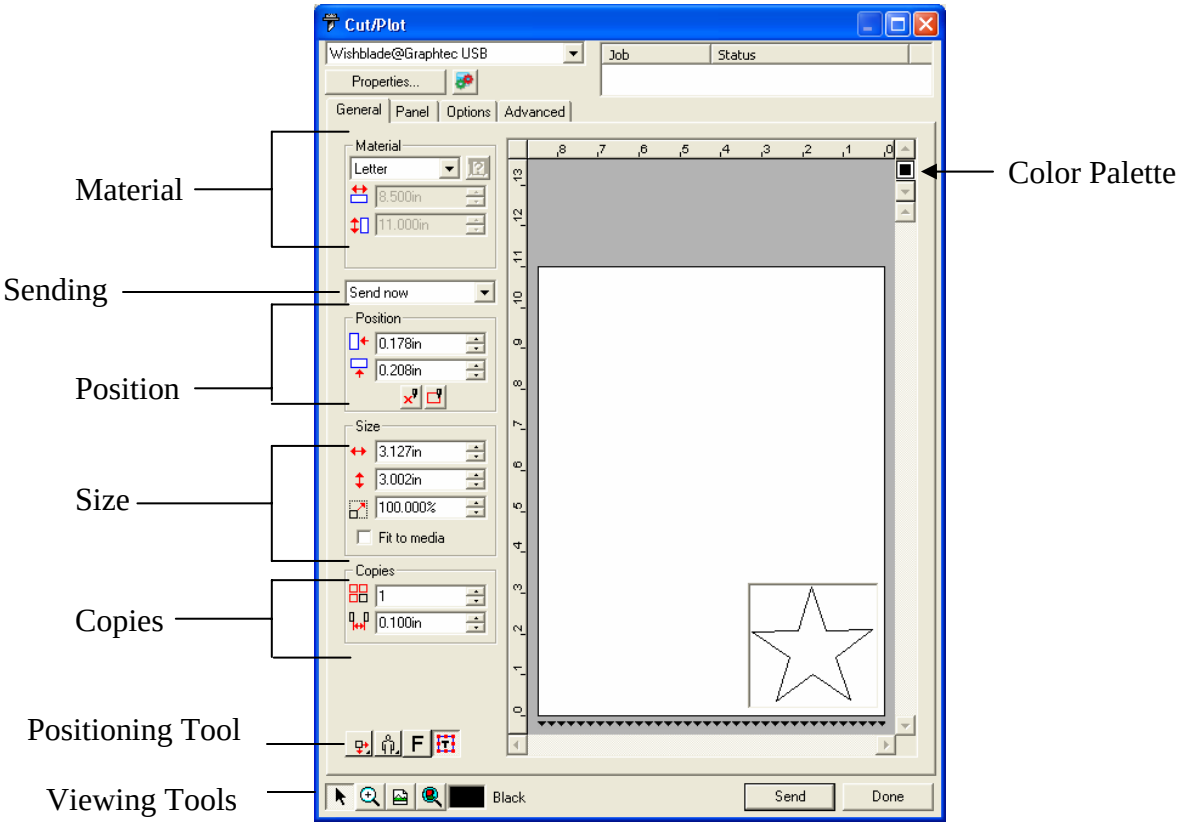
Shows all pending jobs in the Production Manager

Activates Production Manager

Allows user to change properties in the Production Manager

Cut/Plot Dialog – *General Tab*

The General tab allows you to specify the size of the media, size of the job, and the location of your output on the media.



Material Settings

The Material Group box allows you to specify the size of the media used in your Wishblade and entering the Media Width and Height. The media size is used to panel your job if it is larger than the media.

> ***Note: Paneling*** *will show the job divided into tiles as indicated on the screen. This will allow you to cut a job that is larger than the media into several pieces and connect after completion.*

Select your media size from the list or specify a custom size by selecting “User Defined”.

The following settings can only be changed if the “User Defined” option is selected:

Material width

Material height

Sending Mode

The Send List allows you to select what to do with the job once it arrives in the Production Manager queue.

Send Now The job is automatically processed and sent to the Wishblade.

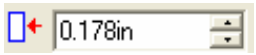
Hold in List The job stays in the Production Manager queue until it is manually sent to the Wishblade from the Production Manager window.

Save to file The job is processed and saved as a native file.

Note: The Send Now mode is not available if the Wishblade is inactive or the Production Manager is on another computer on the network and the option "Allow Remote Send Now/Interactive" is not enabled in the Production Manager Preferences. *See the Production Manager User Manual for more information.*

Position Settings

The Position group box allows you to specify where on the media the job is placed.



Horizontal offset distance.

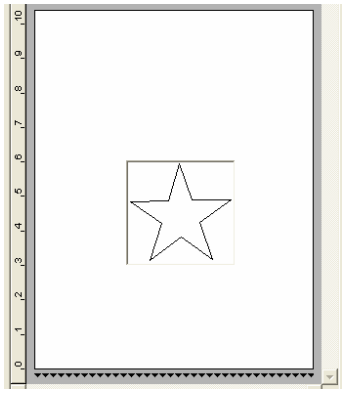
Vertical offset distance.

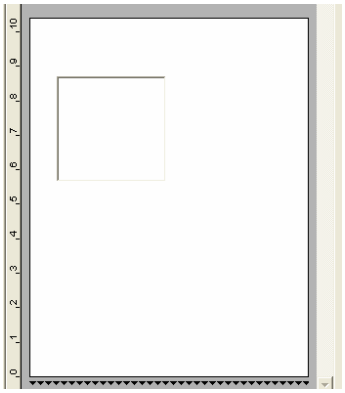
The **Activates Interactive Mode** setting allows you to move your cut head and cut more objects without removing your media and starting over with a new job.

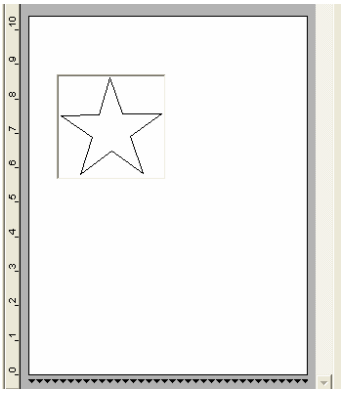
The **Show Me Tool** draws a box around the object to show you where it is going to be.

Positioning the Job by Clicking and Dragging

1. Choose Select tool from the toolbar of the Cut/Plot dialog.
2. Click and drag the preview to a new position.

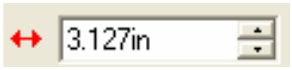

Original position


View while dragging

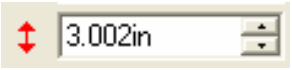

New position

Size Settings

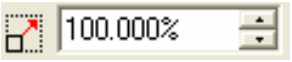
The Size group box allows you to change the size of your output/job.



Width of the output/job



Height of the output/job



Scale ratio

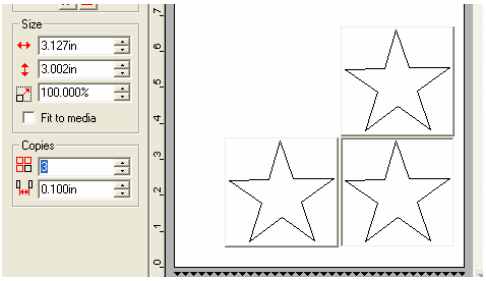
When selected, this scales the job proportionally so that it is as large as possible while still fitting within the printable area of the Wishblade.

Copies Settings

The Copies group box allows you to set the number of copies and the spacing between them.

The number of copies.

The amount of space between the copies.



NOTE: The copies are automatically positioned to optimize the media usage.

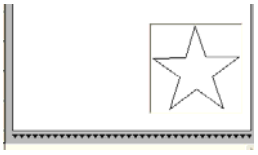
Notes:

Positioning Tools

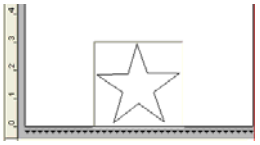
The Positioning tools allow you to rotate, mirror, or position the job.

NOTE: Click on a button to access the drop down menu with tool options.

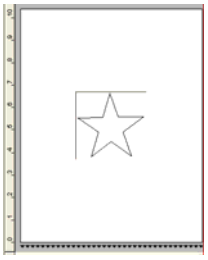
The job is placed at specified distances from the bottom right/right edge and leading edge (the edge entering the machine first) of the media.



The job is centered on the leading edge of the media.



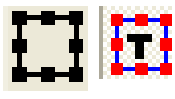
The job is centered in the length and width of the media.



The job is placed at specified distances from the left edge and leading edge of the media.

Rotate the job in 90-degree increments

Mirror the job vertically.



Click this button to toggle the preview to display the selected objects only or the entire design.

Displays feed direction/leading edge. This will be the edge of the media that you load into your Wishblade.

Viewing Tools

The viewing tools allow you to manipulate the job on the preview area.

Changes the position of the job on the media by clicking and dragging the job preview

Zooms in or out. Hold Ctrl to Zoom out

Return the preview area to the default view

Zoom to fit all objects into the preview area

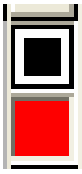
Displays the current color selected in the preview area. If all colors are selected, the box will be crossed out

Color Palette
Select the color to display in the preview area. Only the color displayed will be processed. You will not be able to select individual colors if the option **Send All Colors** in the Options tab is checked.

NOTE: *Click and drag the colors to change the output order.*

Setting the Visibility of Colors

Clicking on a color in the color palette allows you to toggle the Visible setting on and off for that color. A color that is set to invisible will not be output.



In this example of a Color Palette, the Black output color is turned on (indicated by the white frame around it), and the red is turned off. The black portions of the job will be the only ones processed.

NOTE: *If you want to output all colors except one, check* ***Send All Colors*** *on the Options tab and then turn off the Visible setting on the color you don't want to output.*

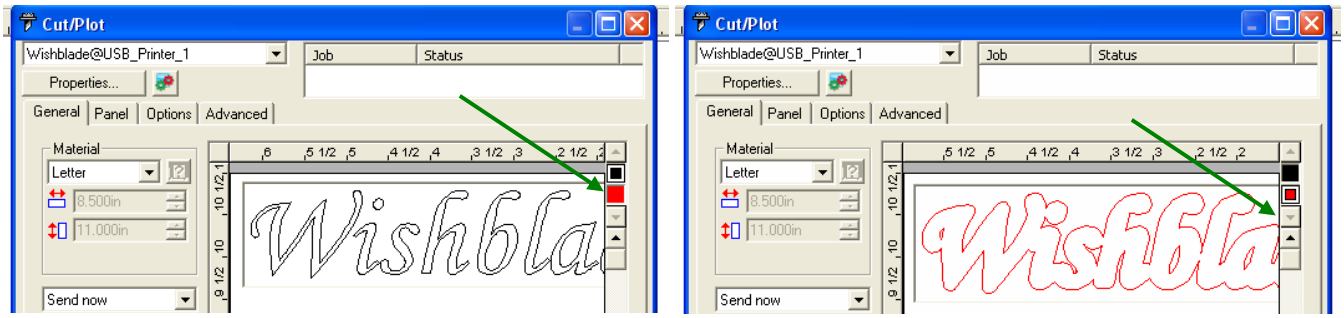
Notes:

Production Manager – Options Tab

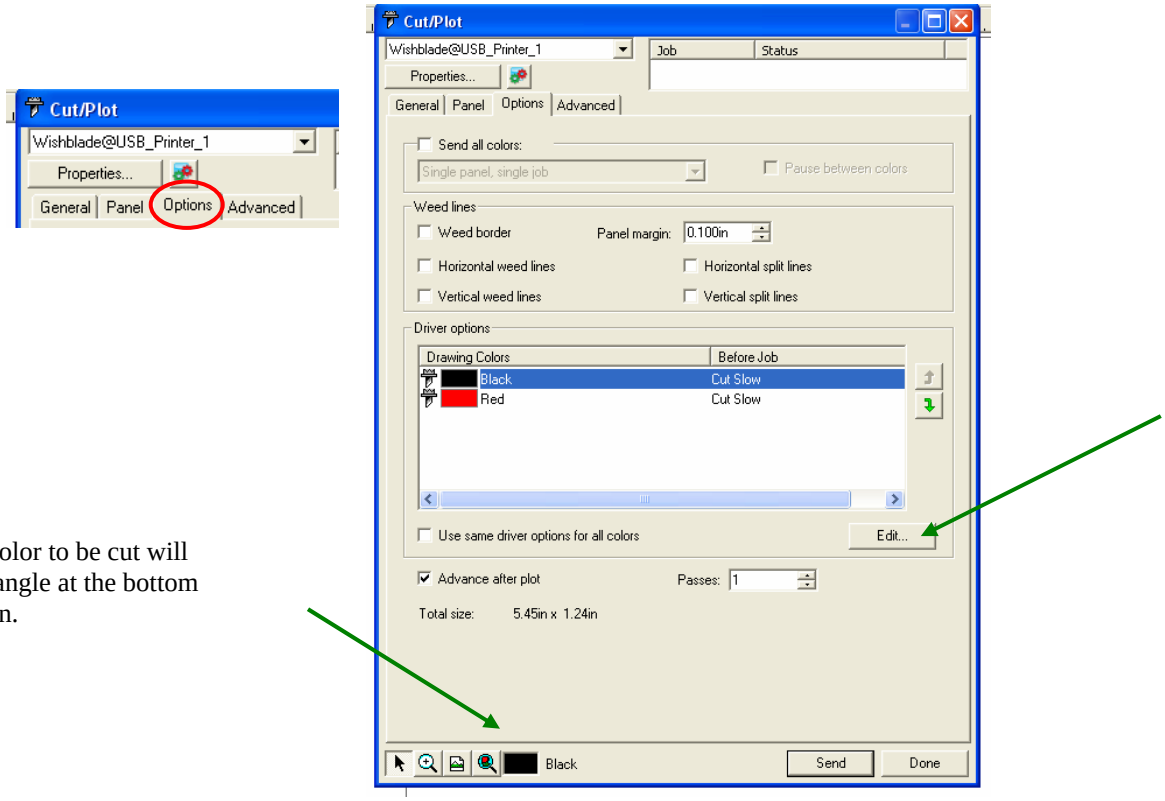
The Options tab in the Production Manager allows you to customize cutting output, enable pre-set options for common cutting jobs, and cut by color.

Cutting by Color

Once an image created in different colors is sent to Cut/Plot, you are able to move from one layer to the other by clicking the corresponding colored squares on the General tab of the Production Manager. The selected layer will then appear in the preview window. In the left example, the black letters are active. In the right example, the red outline is active.



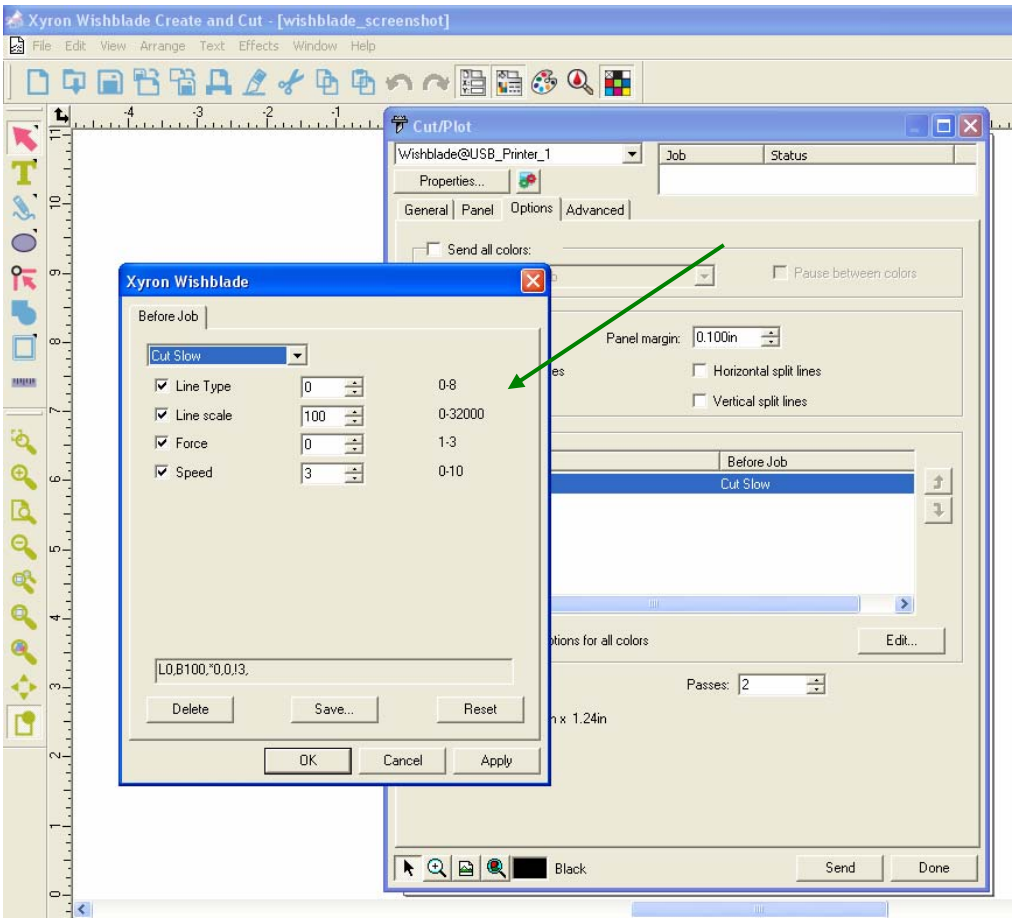
The Production Manager allows you calibrate the speed used to cut each layer. **This feature is helpful when you are either using different thicknesses or textures of paper and/or if the shapes you are cutting are significantly different in size.** The more challenging the media or shape, the slower the cut you will want to employ. Continue reading to program the settings for each color (or driver) using the Options tab in the Production Manager.



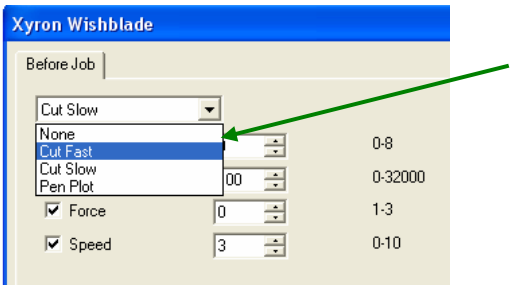
NOTE: The active color to be cut will also appear in a rectangle at the bottom of the Cut/Plot screen.

Customizing Driver Options - Speed and Cutting Force

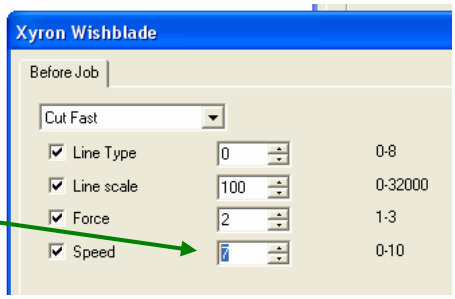
1. Click to select the color to be set and hit the **Edit** button **OR** simply **double-click the color**. A new screen will open.



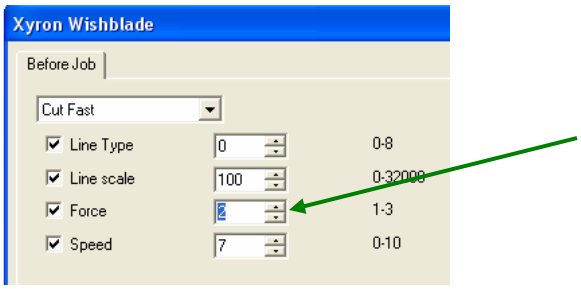
2. On the new pop-up screen, select a default or pre-set cutting speed from the first drop-down menu.



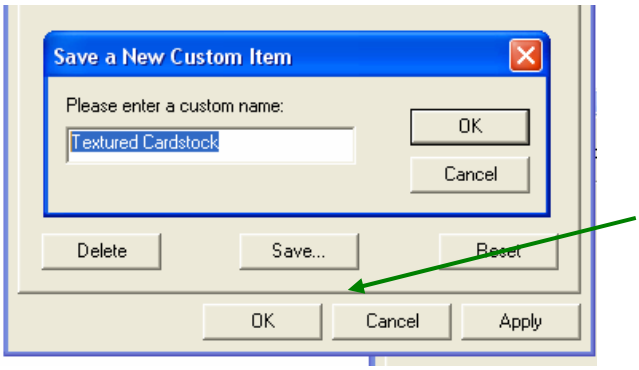
NOTE: You may further adjust the number (0-10) in the Speed option. The higher the number selected, the faster the cut.



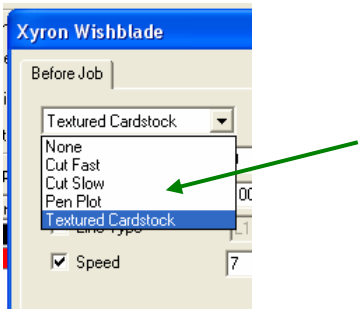
3. Adjust the number (1-3) in the Force option. The higher the number selected, the stronger the cutting force.

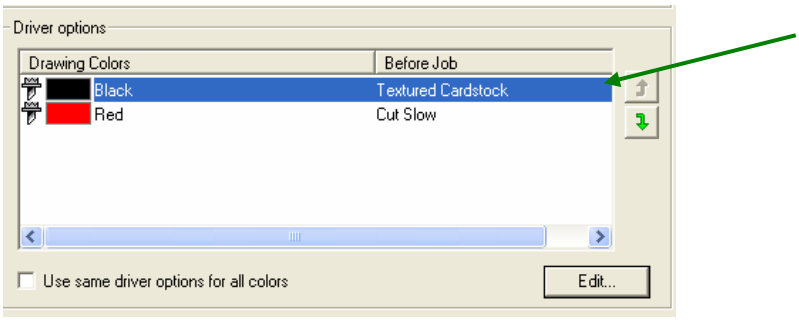


4. Hit Save if you wish to enter a custom name for this setting. "Textured Cardstock" was entered in the example below. Click **OK** then **Apply** when you are done.



Your new pre-set cutting option will now appear in the drop-down menu as well as the Driver Options window.



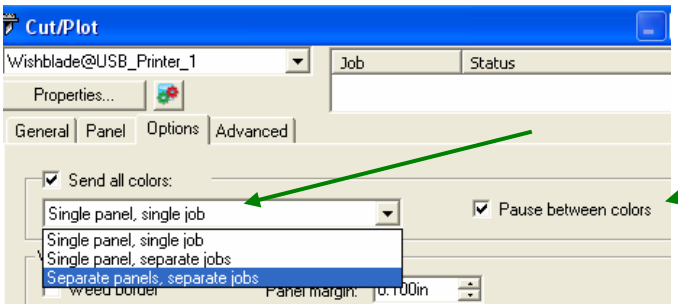


NOTE: To edit a custom driver, activate it and re-adjust the settings before re-saving the same way as above. To delete a custom driver, activate it and click delete. Click reset to return to the original default settings that the Create & Cut software originally had.

NOTE: Check **Use same driver options for all colors** to force all colors to use the same driver options.

Send All Colors

When you choose "Send All Colors" all of your objects will be cut in the same pass. When you check the "Send All Colors" option, the drop down menu below will give you additional cutting options within a **Panel**. (*See Panel description in the note below this image*). The standard default setting is already shown (Single panel, single job). Unless you want to cut by Panel, just leave the drop down box at its default setting.



Selecting **Pause between colors** will stop the cutting process allowing time to change the media or blade cap.

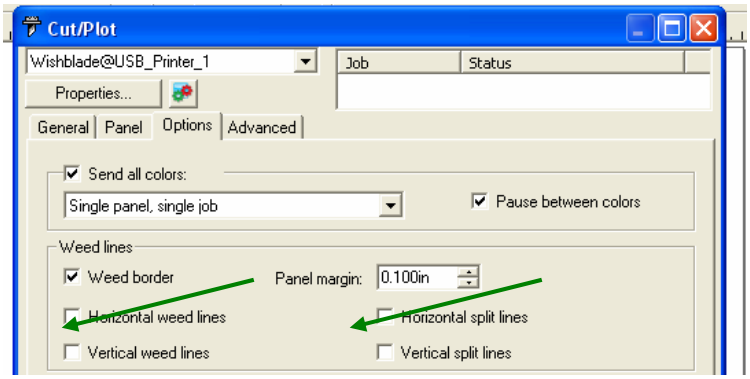
NOTE: To disable a color from being cut, click the knife icon next to that color in the Driver Options window.

NOTE: A panel refers to the design area to be processed—elements that fall outside of the panel will not be cut. This feature is helpful when the user wishes to cut only part of a drawing. If you choose to use the Panel options, identify which objects you want to cut, and then make a selection based on the following chart:

Option	Outcome
Single panel, single job (Default)	Processed as a single file with the same size panel for each
Single panel, separate jobs	A job file is created for each color but all are still processed with the same size panel
Separate panel, separate jobs	A job file is created for each color and a different panel size can be defined for each

Weed Border

Enabling **Weed border** cuts a border around objects of the same color in the specified **Panel margin.** To view the panel margin, return to the Panel tab and refer to the visible box around the image. Using a Weed Border would be great for making vinyl window clings, bumper stickers, name tags and more.



For example:

Advance after Plot and Number of Passes

Enabling **Advance after plot** will advance the media and re-set the origin of your cut head (blade).

NOTE: By setting the number in the **Passes** field, you can command the Production Manager to repeat the exact same cut any number of times immediately after the first cut is made. *This feature is especially helpful in ensuring that a clean and complete cut is made when a particularly challenging media is used.*

Notes: